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GENESIS 32X
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June/July 1994 US $3.95 Canada $5.25
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YOUR MAGAZINE

TOMCAT ALLEY™ ON SEGA CD.



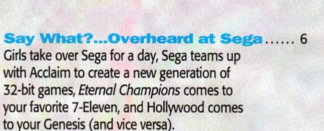



(ACTUAL SCREEN SHOTS)

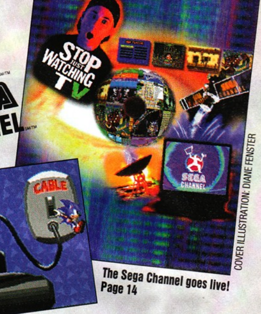
Forget cute little computer animation. Tomcat Alley is the real deal, hotshot, with balls-to-the-wall live action. It's full-screen, full-on aerial action like you've never experienced. Tomcat Alley features seven different combat missions against air and ground targets. And you don't just see the action from under the canopy, you also get a bird's-eye view outside the plane. In fact, Sega TruVideo™ technology takes you as close to the edge as you can get without packing your own chute and wearing one of those helmets with the goofy nicknames on it. Once you've been to Tomcat Alley and back, no little simulator game will do. So bail out on the rest and lock on to the real jet fighter action of Tomcat Alley. Only on Sega CD.

SEGA™

Inside Action







COVER ILLUSTRATION: DIANE FENSTER

The Sega Channel goes live!
Page 14



REVIEW THIS!

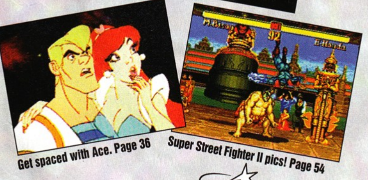
It's roundup time on the ol' ROM ranch, and the usual posse of pun-slingers is back to rope 'em, rate 'em, and rustle up a mess o' hot hints and tips. Yee-hah!

SEGA VISIONS™ is published bi-monthly for $21.00 per year by Sega of America Inc., 130 Shoreline Drive, Redwood City, CA 94065. SEGA VISIONS is created and produced by Infotainment World, Inc., 951 Mariner's Island Boulevard, Ste 700, San Mateo, CA 94404.



Formula One heats up your Sega CD. Page 104

Dump your mono-color and win BIG! Page 74



Get spaced with Ace. Page 36

Super Street Fighter II pics! Page 54

What's up with TAZ? Page 50



E UNIVERSE, THE FETIME AWAITS...

AND HERE'S HOW TO WIN!!!

1. Play SUB-TERRANIA on the hardest difficulty level.
2. Defeat the last boss.
3. Take a picture of the special victory screen.
4. Send in picture and entry form postmarked between 4/1/94 and 7/15/94 to:

SUB-TERRANIA CONTEST c/o Marvel Entertainment 387 Park Avenue South New York, NY 10016

1 GRAND PRIZE! A weekend in New York to attend the New York Marvel Mega-Tour: a full day comic extravaganza at the Jacob Javits Center. (dates Friday-Sunday Sept.9-11) While in town get a VIP tour of Marvel Headquarters. Visit the Bull Pen and meet some of your favorite Marvel creators. Walk out a superhero with an armload of cool, collectible Marvel merchandise. Also, the brand new SEGA Genesis CDX system. (Includes airfare and accomodations for two. Winner and guardian).

1 FIRST PRIZE! A weekend in Los Angeles to attend the Los Angeles Marvel Mega-Tour: a full day comic extravaganza at the Los Angeles Hilton & Towers. (dates Friday-Sunday Aug. 26-28) While in town get a VIP Tour of Marvel Films headquarters. Get a sneak peak at the new Spiderman, Iron Man and Fantastic Four animated shows coming in Fall 1994 and meet some of the creators. Also, lots of cool, collectible Marvel merchandise. (Includes airfare and accomodations for two. Winner and guardian).

SUB-TERRANIA CONTEST ENTRY FORM
c/o Marvel Entertainment 387 Park Avenue South
New York, NY 10016

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CITY/STATE/ZIP

PHONE

3 SECOND PRIZES!
- Genesis CDX system
- CDX carrying case
- Gunstar Heroes
- Ranger X
- Lightning Force
- Sub-Terrania T-shirt

50 THIRD PRIZES!
Limited edition comic book ashcans

100 FOURTH PRIZES!
Option of either a Sub-Terrania hat or t-shirt

HERO ILLUSTRATED





Say What?

Overheard at Sega

Sega Invites Girls into The World of Video Game Production



Sega CEO Tom Kalinske judges new game ideas with his daughters Nicole, 7, and Ashley, 9.

Diane Fornasier, group director of Genesis marketing, listens to ideas for new games and marketing strategies.

Here's the premise for a new game:

Jane, the hero, makes her home in the jungle, where she protects wild animals from extinction. Each level finds Jane battling poachers who would harm her endangered friends. With the help of a magic necklace, she dispatches these heartless hunters in a nonviolent (but no less effective) manner.

Sound good? Sega president Tom Kalinske thought so when he selected *Woman of the Jungle* as the best new game idea to come from a brainstorming session held with more than 50 school-age girls as part of the second annual "Take Our Daughters to Work Day" program, held at Sega's headquarters in California on Thursday, April 28.

Women at Work

"Take Our Daughters to Work Day" was created by the Ms. Foundation last year to help bolster the confidence and self-esteem of girls across America. By exposing these girls to work environments early on in life, the foundation hopes to make them aware of the professional possibilities for women in business.



Sonic sits in for a group brainstorming session.

As the West Coast lead sponsor of the national event, Sega invited it's employees to bring their daughters, relatives, and friends to work with them. Sega also invited 50 Girl Scouts from communities throughout the San Francisco Bay Area. Each of these Girl Scouts was befriended by a "mentor" from Sega who stayed with her throughout the day, showing her the ropes in the video game business.

The day included a tour of Sega Studios where girls met with artists, designers, programmers, and musicians. They were also treated to a mock employee orientation, an overview of Sega's organization, and a special picnic lunch. The highlight was a brainstorming session in which the participants designed game ideas and marketing strategies.

Founding Growth

The event was organized by the Sega Foundation and reflects Sega's ongoing commitment to expanding girls' access to and interest in interactive technology.

"Technology is not gender specific," said Tom Kalinske. "Contrary to popular belief, girls are very interested in technology. And, as an entrance into technology, video games are the path of least resistance. They are a fun way to interact with computers."

The Sega Foundation was the premier sponsor of the event through a grant to the Hollywood Policy Center, a group dedicated to promoting women's rights in the entertainment community.



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Castlevania
BELMONT
SIMON
ERIC
JOHN
The Plot Thickens.
Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.
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KONAMI®



Eternal Champions Slug It Out on Slurpee Cups



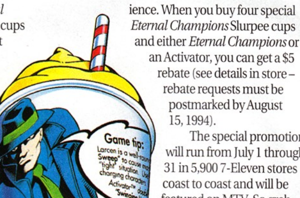
New promo will give you collectible cups, secret tips, and cash rebates!

Your favorite characters from *Eternal Champions* will show up on Slurpee cups this summer, and checking them out will pay off in more ways than one.

Thanks to a special promotion — between Sega, Coca-Cola, and 7-Eleven stores — Jetta Maxx, Jonathan Blade, and Larcen Tyler will be featured on millions of special Slurpee cups. Each cup will also feature an *Eternal Champions*/Activator tip and a special tattoo of Trident, Slash, or Xavier.

Best of all, these cups can earn you a cold, hard cash rebate on the ultimate summer Fighting game experience. When you buy four special *Eternal Champions* Slurpee cups and either *Eternal Champions* or an Activator, you can get a $5 rebate (see details in store – rebate requests must be postmarked by August 15, 1994).

The special promotion will run from July 1 through 31 in 5,900 7-Eleven stores coast to coast and will be featured on MTV. So grab yourself a Slurpee, and get ready for a long, hot, hard-hitting summer.





MGM and Sega of America Join Forces to Create Interactive Media Titles, Movies, and Television Programs

Hollywood and the high-tech corridors of Silicon Valley are getting closer and closer to each other each day. Sega of America and Metro-Goldwyn-Mayer (MGM) have agreed to jointly create a line-up of interactive media titles, television programs, and motion pictures. The two entertainment giants will collaborate in the development, production, and marketing of new media products.

Products resulting from the deal will be released under both the MGM and Sega names. Although products to be developed will be new and original concepts, Sega and MGM may also develop interactive games based on upcoming 1995 and 1996 movie releases from both MGM Pictures and the United Artists Pictures units of MGM.

In the first year of the agreement, the two companies plan to develop at least two interactive CD-ROM titles for release. Executives from MGM Pictures, United Artists Pictures, and Sega are already collaborating on new game concepts for the Sega CD platform.

MGM is involved in worldwide production and distribution of motion pictures and television programs through MGM Pictures, United Artists Pictures, MGM Worldwide Television, MGM/UA Distribution, and MGM/UA Home Entertainment, among others.

Sega Selects Acclaim as First Company to Use Titan Technology

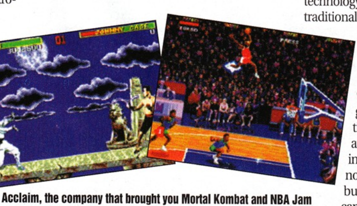
Sega tagged Acclaim, the powerhouse third party that brought you *Mortal Kombat* and *NBA Jam* on Genesis, as the first US software developer to use Sega's proprietary "Titan" technology to create games for Sega's high-end hardware systems. Look for new Acclaim releases on coin-op arcade, Genesis 32X, and a yet-to-be-introduced hardware platform, code-named "Saturn." (More about THAT in future issues of *Sega Visions*.)

"Titan" is a code name for Sega's new high-performance arcade video-game system hardware. "Titan" incorporates three of Hitachi's most advanced 32-bit RISC chips, resulting in advanced 3-D computer graphics and ultra-realistic audio. The really big news is that the technology in "Titan" makes it possible for arcade-game programmers to easily transfer a title to other home hardware platforms that use Hitachi's SH series of RISC chips.

The first release published under the agreement will be based on the soon-to-be-released major motion picture *Batman Forever*, the third title in the blockbuster *Batman* series.

Under the agreement, Acclaim will develop coin-op arcade titles utilizing both Sega's "Titan" hardware-system technology and Acclaim's award-winning motion-capture technology.

Acclaim has been getting a lot of industry recognition for its advanced motion-capture technology. The process combines scanning, traditional modeling, and a proprietary optical-motion-capture process. "Duel," a visual demonstration of the company's technology, received a specially created award at Nicograph 93, Japan's largest annual computer-graphics and interactive-visualization techniques conference. The award recognized Acclaim as "breaking ground" with this hot new technology. Acclaim is hard at work building a New York–based motion-capture facility, which is scheduled to be up and running this summer.



Acclaim, the company that brought you Mortal Kombat and NBA Jam on the Genesis, is teaming up with Sega to create a new generation of coin-op arcade and home-video games.

Yo Sega!

Channeling Sega

Yo Sega!
In your June/July issue I read that a Sega Channel was coming to cable fall '93. It's the New Year and I haven't heard anything about it. What happened?

L.C., Lorain, OH

Yo Sega!
How do you subscribe to the Sega Channel?
B.W., Bradenton, FL

The Sega Channel has arrived, and Sega Visions *has the scoop! Check out all the info on the world's only 24-hour game channel! The feature-length look at this gaming breakthrough starts on page 14.*



Tremaine & Waymond Heard
Taylor, MI

Can't See the Level For the Letters

Yo Sega,
What does "WELCO METOT HENEX TLEVEL" mean?

J.S., Inver Grove Heights, MN



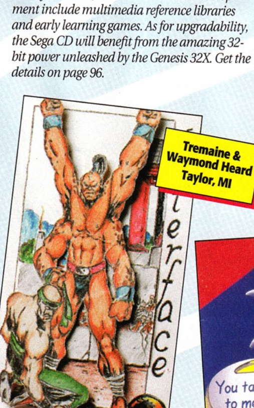
Think of it as an eye chart. If you can read it, your Sega Vision is 20/20 and you can see the Next Level in gaming.

Beyond CD Gaming

Yo Sega!
Hello. My husband and I bought our four children a Sega Genesis and CD player. We have been very happy with the system except for a lack of educational games and the possibility of upgrading the system. Are there any plans to make the Sega system more versatile?

M.H., Mattawan, MI

Several educational titles are already coming out for the Sega CD, including My Paint *and* The Animals *(both reviewed in the VizKidz! section of this issue). Other titles under development include multimedia reference libraries and early learning games. As for upgradability, the Sega CD will benefit from the amazing 32-bit power unleashed by the Genesis 32X. Get the details on page 96.*



Tremaine & Waymond Heard
Taylor, MI

I Want My RPG

Yo Sega!
I have owned a Genesis since the system came out here in the states. I got a Sega CD the first Christmas it was out. I have been a loyal fan all these years and I usually write to you with fan mail, but today the situation is different. I have a complaint that I'm sure you have already heard and will hear again. All the Genesis and Sega CD owners that I know of feel the same way that I do. WE NEED MORE RPGs!!!!!!!! You allowed Working Designs to make *Lunar,* and let me tell you, from what I've seen it's outselling everything you've got on the market. I went to seven stores to buy it and it was completely sold out in six of them. I IMPLORE you. Make and allow more RPGs!!!!!!

D.K., Columbia, TN

Yo Sega!
I just finished completing *Lunar* for the Sega CD and enjoyed every minute of it. I found the game to be a surprisingly giant advancement from Genesis Role-Playing games. It was one of the best RPGs I've ever played. However, I was disappointed to see that Sega CD had no other true RPGs out at the time. Could you tell me of any RPGs that will be our for the Sega CD soon?

S.F., Hazlet, NJ

Yo Sega!
I recently played the Role-Playing game *Shining Force* and found it so interesting that I bought it. I love every aspect of the game, from the variety of adventurers to choose from down to the action sequences. This game is the best RPG I've ever played. Please tell me there's a sequel on the way.

I.E., Long Island, NY

Take heart, RPG fans. There's a whole crop of great Role-Playing epics out there, waiting for Sega Genesis and CD gamers to take up the sword and spellbook. Shining Force II *is coming to Genesis and Game Gear, and we've got it covered (see page 48). You'll also find a review*



Bloodsong
Baltimore, MD

of Vay, *the awesome new CD RPG from Working Designs (page 44). If that's not enough, CD players can also sink their swords into* Dark Wizard *from Sega,* Dungeon Master: Skullkeep *from JVC, and* Eye of the Beholder *from FCI. And Sega gamers can even expect a new game in the celebrated* Phantasy Star *series this fall.*

Sounds Like a Good Idea

Yo Sega!
I think that you should start making soundtracks of your video games. I know it's a crazy idea, but whenever my friends and I play we always say, "The sound on this game is really good." We always try to tape the music, but it never works. It's just an idea.

T.T., El Cerrito, CA

Demand for video game music has been on the rise. Stay tuned to these pages for future music releases from your favorite video adventures. In the meantime, check out the ad for a new all-game soundtrack CD from Virgin elsewhere in this issue.

What Price Visions?

Yo Sega!
In one of your issues a person asked how to get a subscription to *Sega Visions,* and you told them that they had to just send in the cards they get when they buy a new game. My question is, how come on the bar code on the front of the cover it says the date and price?

B.L., Coalinga, CA

Sega sends a free six-month subscription to new customers who register their hardware or software (while supplies last, that is). After that, readers have the opportunity to subscribe for the best available price at the time (usually about 15 bucks). The cover price is used when the magazine is sold on newsstands. Readers who want to subscribe to Sega Visions *can get the latest price and subscription info by calling 800-288-9310 (Canadian readers, please call 800-363-0090).*

Looking for a Good, Clean Fight

Yo Sega!
I would love to see a clean Fighting game, unlike *Street Fighter II* or *Mortal Kombat.* I would like to see a game with kicking and punching, secret moves, and all that but without all the junk that's in all the Fighting games today. Instead of killing the poor guy, play until you knock the guy out. Then you could have birds or even stars flying around his head. He could be waving around, and the person who had won could push him over with one finger or blow on him so that he falls over.

C.S., Boise, ID

Sega plans to introduce several "clean" Fighting games between now and Christmas. The first is already here, in fact. Check out the review of Streets of Rage III *on page 62. This side-scrolling slam-fest features all the secret moves and nonstop action you could ask for without all the unsightly blood 'n guts. Look for other titles in upcoming issues of* Sega Visions.

Mean, Green, and On Your Machine

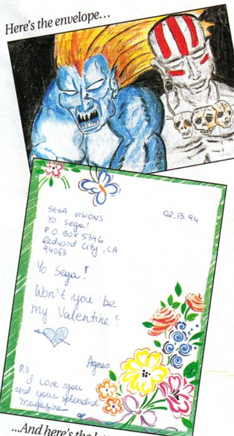
Yo Sega!
I would like to know why there isn't an *Incredible Hulk* video game? I think he deserves one like any other superhero.

H.M., Philadelphia, PA

You're right. The Hulkster now has his own adventure, on both Genesis and Game Gear, thanks to the folks at U.S. Gold. Not only that, but you can also win big prizes in the Sega Visions/Incredible Hulk *contest in this issue. The fun starts on page 88.*

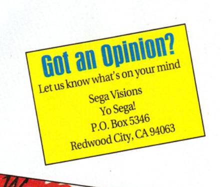
Split-Personality Maniac Message of the Month

Here's the envelope...



...And here's the letter.

How many more of you are in there?



Wing Leung
New York, NY

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YO SEGA!
P.O. BOX 5346
REDWOOD CITY, CA
94063

Women of SEGA

Regiss Williams
Address Unknown



Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.



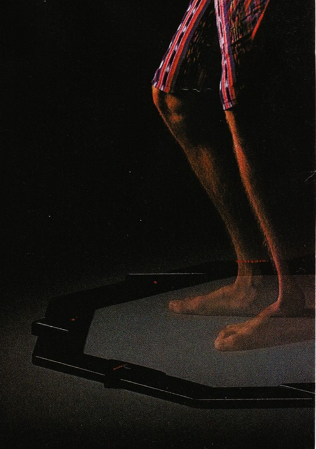


Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.

SOME KIDS WON'T SEE THE ADVANTAGES



Streets of Rage 2™
Blaze flattens Galsia with her karate chop.





Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T

Capcom's Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.



Greatest Heavyweights
This round is over when you left jab the big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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FOR SEGA GENESIS™

H E N E X T L E V E L™

It's like having Sonic run right into your TV, 24-hours a day!

STOP JUST WATCHING TV

The Sega Channel Is Coming to YOUR Television

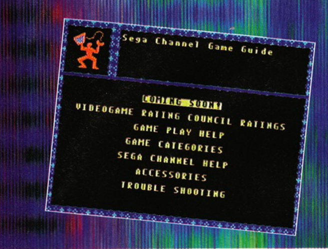
Imagine how great life would be if you could turn on your TV and choose a game from a list of 50 great Genesis titles, 24 hours a day. Imagine taking the newest, hottest games for a spin a month before they hit the stores. Imagine playing games that aren't sold or rented in any store and not available anywhere else — ever. Imagine getting super secret tips, hints, and codes right on your TV screen. Imagine having access to late-breaking news on all the games under development.

Stop imagining. The Sega Channel is here.





Get the latest game news during the quick load-in period.



Hot New Games, Served 24 Hours a Day

The Sega Channel is the ultimate game experience for Genesis owners. Using a special cable TV adaptor that plugs into your Genesis, you can have up to 50 games delivered to your home each month. Play as long as you want, 24 hours a day, for one low monthly charge.

Sega teamed up with Time Warner, the world's leading media and entertainment company, and TCI, the world's largest cable company, to bring this gaming extravaganza to life.

More Games, More Tips, More Previews

Games featured on the Sega Channel will run exactly the same as their cartridge counterparts, complete with codes, peripheral support, and multi-player capability. In addition to these great games, though, you'll also be able to test-drive games before release and tap into special hint programs and video game news.

"Previews of new games and game-play hints are the most important features for our audience," says Michael Shorrock, vice president of programming, "and we can deliver them big time."

The games and previews offered on the channel will also change constantly, according to Shorrock.

"Seventy-five percent of the titles offered will change each month because demand for new games is so high and because the Genesis library is over 500 titles strong," he says. "With more than 250 new games being added each year, we will deliver a steady stream of first-rate, first-run, first-thrill games to Sega fans."

Coming to Your Cable Company This Fall

The new all-game channel is being tested in 12 cities right now and will roll out nationally late this fall. More than 27 million subscribers will have access to the channel at launch. Call your local cable company to find out how you can sign up.



The Sega Channel gives you every type of game, plus news and tips.

The Categories, Please!

Games on the Sega Channel will change monthly, but here are the categories you can expect to see:

TEST DRIVES Sneak peeks at the newest, hottest titles before they get to stores. Each preview will be fully playable, though limited to a certain number of levels or a certain amount of time.

SPORTS ARENA Knockout Sports titles from tennis to football to wrestling to pool.

THE ARCADE Fast and furious Action titles that challenge the most hard-core thumb twitcher.

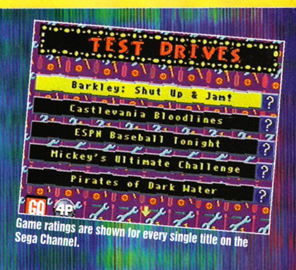
SWORDS AND SPELLS Deep, dangerous RPGs that center on character development and magical surroundings.

WINGS AND WHEELS The fastest, most realistic Driving and Flying Sims.

THE THINK TANK Puzzle and Strategy games that challenge every level of gamer.

THE FAMILY ROOM Fun games for the entire family, featuring your favorite characters from movies and television.

CLASSICS Some of those outstanding Genesis titles you've been meaning to try. Well, here's your chance!



Game ratings are shown for every single title on the Sega Channel.

"Passwords for Parents" Program Offers Game-Play Control

With the constantly changing line-up of killer games being delivered by the Sega Channel each month, some parents might worry that younger kids will have access to inappropriate titles.

No problem.

The Sega Channel features a special password program that lets parents lock out games, requiring the player to enter a special code before gaining access to games rated for older players. On-screen prompts let the parent create an individual code, then select which ratings can be accessed with and without the code.

The Videogame Rating Council ratings currently used on Sega titles will be used on the Sega Channel. Every game offered will carry a rating, even those published before the rating system went into effect.

The Sega Channel Programming Guide

Here's a look at the line-up for the first month of the Sega Channel. Remember, the programming changes every month, so expect the latest, greatest, most outrageous games when the Channel hits *your* burg.



Test Drives

Barkley: Shut Up and Jam! (Accolade)

Castlevania Bloodlines (Konami)

ESPN's Baseball Tonight (Sony)

Mickey's Ultimate Challenge (Hi-Tech Expressions)

Pirates of Dark Water (Sunsoft)

Prince of Persia (Tengen)

Subterrania (Sega)

Zool (GameTek)



Sports Arena

Amazing Tennis (Absolute)

David Robinson's Supreme Court (Sega)

Mario Lemieux Hockey (Sega)

Joe Montana II Sports Talk Football (Sega)

Pelé! (Accolade)

Side Pocket (Data East)

Tommy Lasorda Baseball (Sega)

WWF: Royal Rumble (Acclaim)

Swords and Spells

Arcus Odyssey (Renovation)

Landstalker (Sega)

Phantasy Star II (Sega)

Shining Force (Sega)

Sword of Vermillion (Sega)

Wings and Wheels

After Burner II (Sega)

Championship PRO-AM (Tradewest)

Super Hang On (Sega)

Super Monoco GP (Sega)





The Arcade

Aero the Acro-bat (Sunsoft)

Ecco the Dolphin (Sega)

Fatal Fury (Takara)

Kid Chameleon (Sega)

Mortal Kombat (Acclaim)

Ranger X (Sega)

Shinobi III (Sega)

Wiz 'n' Liz (Psygnosis)

World of Illusion (Sega)

Robocop vs. Terminator (Virgin)

Mega Turrican (Data East)

Sonic Spinball (Sega)





The Think Tank

Dr. Robotnik's Mean Bean Machine (Sega)

The Humans (GameTek)

Romance of 3 Kingdoms III (Koei)

Ultimate Qix (Taito)



The Family Room

Barney's Hide & Seek Game (Sega)

Barbie Super Model (Hi-Tech Expressions)

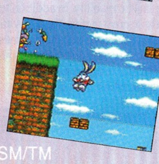
Belle's Quest (Sunsoft)

Fun 'N Games (Tradewest)

Pink Goes to Hollywood (TecMagik)

Thomas the Tank Engine (T•HQ)

Tiny Toon Adventures (Konami)



Classics

Alex Kidd (Sega)

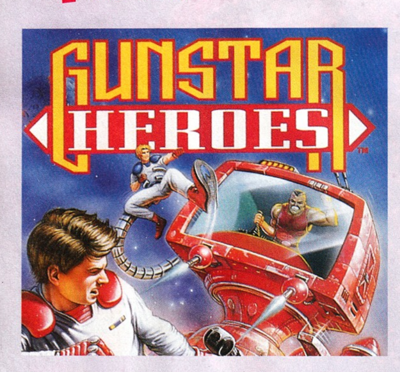
Golden Axe (Sega)

Sonic the Hedgehog (Sega)




STREETS OF RAGE 3™
Go electro! Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!
Lift-off! Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!
Axel and Blaze are back and getting their kicks with all new Martial Arts Moves!
SEGA
HIT'EM LIKE A TON O'BRICKS!
AND TAKE BACK THE STREETS WITH SEGA GENESIS™
It's an all-out turf war featuring MORE weapons, MORE moves and MORE outRAGEous action than ever before. Mr. X has hatched the ultimate evil plot–but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma-pumping music!
Sega, Activator, Genesis and Streets of Rage 3 are trademarks of SEGA. ©1994 SEGA. All rights reserved. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.

Classic Firepower



Gunstar Heroes is set on the strange-but-cool planet of Gunstar 9, where characters are named after colors and the enemies after food-color combinations. In one area you go hand to hand with a character named Curry and Rice, who could very well beat the chowder out of you.

Gunstar is awesome as a one-player title. But the mayhem takes on global proportions when two players throw down on the bad guys. The game begins with four levels that you can take in any order, followed by an intense space battle against the major bosses...then a final grand-slam confrontation against all the major enemies in all-new death-dealing machinery. In addition to phenomenal weapons, you can use a variety of kick and slide attacks, plus sling your partner into oncoming enemies with no damage to yourselves.

OVERVIEW

Some people get turned on by a nice, quiet game of chess. Well, they ain't gonna like *Gunstar Heroes* from Sega. This one- or two-player, action-crammed blastfest is becoming a modern cult classic with gamers who like their play loud, fast, and furious. Loaded with anime-style, razor-sharp graphics and killer sound, *Gunstar* pours on the action in relentless waves of armored enemies—which you must blast, smash, and pound using a variety of high-octane weapon combinations and slick martial arts maneuvers.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**



Gunstar's Big Bad Bosses

Here are just a few of the laser-blasting horde of bosses found in every level of *Gunstar Heroes*.

The Ancient Ruins



Bravoo Man is easily toasted with a long burst of Fire.



Pinky Roader has two weak spots: the long arm and the cab.

The Underground Mine



This birdlike formation will try to grind you against the vertical walls. Double-jump to change walls and avoid crushing doom.



The Underground 7-Force boss has seven battle forms. This one has a long, long reach.



Now get ready to be sliced, diced, and turned into julienne fries.



Ready for a little cat and mouse? One of the last formations will chase you like a dog.

The Flying Battleship



The Swapping Reg is a foot stomper. Get directly underneath and blast straight up.



Beat Red on the flying machine and you have to go up against Orange.

Black's Strange Fortress and Dice Palace

Wicked game! Before you can take on Black's mean machine, you have to roll the die through his 17-room dice palace. And you thought Vegas was a weird place...

Each throw of the die moves you farther into the Dice Maze.

Valvallion

Item Room

Timeron

Rush 'n Go #1

Minion Soldier

Melon Bread

Bonus points for rapid blasting.

The Pit

Rush 'n Go #2

Black's Beat Stomper is a wall-crawling fool.

All the way back to the beginning.

Item Room



Super Gondola



Abarenbow Gel



This boss is strictly hand to hand. No guns allowed.



Vortex Base



Phantom



Item Room

Rackin' up the Awards

Gunstar Heroes has swept the video game mag review pages as a top-rate, award-winning hit. Here are just a few of the awards *Gunstar* has won:

Action Platform Game of the Year '93:	*Diehard Game Fan*
Game of the Year '93:	*Diehard Game Fan*
Best Music:	*Diehard Game Fan*
Platinum Award November 1993:	*Electronic Gaming Monthly*

Weapon Combos

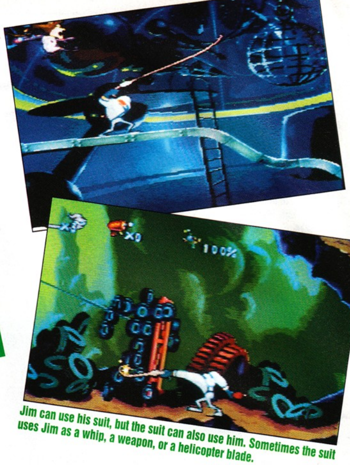
You can possess up to two types of weapons. Holding two of the same kind of weapon gives you a super-weapon. Combine different weapons for some serious shooting. Our favorite combo is Chaser Lightning.

Force + Lightning = **Rapid-Fire Lightning**
Force + Chaser = **Chaser Force Beam**
Force + Fire = **Exploding Fireball**
Force + Force = **Double Fireball**
Fire + Chaser = **Chaser Fireball**
Fire + Lightning = **Lightning Saber**
Fire + Fire = **Ultra Flame-Thrower**
Chaser + Lightning = **Chaser Lightning**
Chaser + Chaser = **Star Chaser**
Lightning + Lightning = **Mega-Bolt**



He's coming to your Sega Genesis soon.
But that's just the beginning!

Earthworm Jim Is Going To Slime The Whole World



Jim can use his suit, but the suit can also use him. Sometimes the suit uses Jim as a whip, a weapon, or a helicopter blade.

Honest. The next really big video game/TV/comic character — bigger than those pizza-chomping turtles, bigger than those mighty morphing knuckleheads — might — just might — be a common earthworm with a superpumped suit from off in the stellar boondocks. You heard it here first, so you ***owe*** us, OK?

Earthworm Jim from Playmates is your average, everyday slug who discovers a robonic suit, a plasma gun, and a pet named Snott. He's also the first creation from Shiny Entertainment, a hot new studio that boasts some of the biggest talent in the video game industry.

Jim's adventures are coming to the Genesis this summer from Playmates, but that's just the beginning. According to David Perry, president and founder of Shiny, several major TV and film companies have already approached him about turning Earthworm Jim into a regular animated feature. Some of the biggest names in Hollywood are just itching to sign on as the voice of this slimy superhero.

Check out Jim's origin and his amazing cast of cohorts and enemies, and you'll understand why.

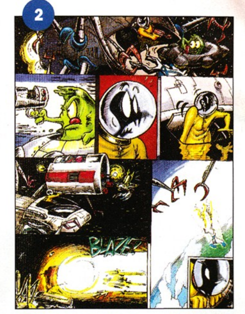
NYR Not Yet Rated



If Jim stands in one place too long, his head pops back into his suit and reappears as something totally different.









When the folks at Shiny designed Earthworm Jim, they drew a comic strip instead of creating a traditional storyboard.

The Supercondensed Version of Earthworm Jim's Amazing Origin

Somewhere in space, an intergalactic chase is nearing its gruesome finale. An interstellar bounty hunter and all-around louse named Psy-Crow blasts a small ship to smithereens. The ship's cargo, an indestructible robonic suit, plummets to Earth, where it lands on top of an ordinary earthworm named Jim.

Jim's soft, supple, slimy flesh interacts with all the cosmic heebie-jeebies of the suit. He swells to man size (well, more like Schwarzenegger size).

Jim finds he has incredible strength and powers in his new duds. He also discovers the suit has infinite internal space, so he can stuff everything from a plasma gun to a baby grand inside it.

Jim thinks he's got it made until he discovers that Psy-Crow is hot on his trail.

Shiny News Nugget #2

All but one of the people at Shiny worked on the amazing Aladdin Genesis game. The animation processes that made Aladdin a visual feast have been taken another step for Earthworm Jim's adventures.

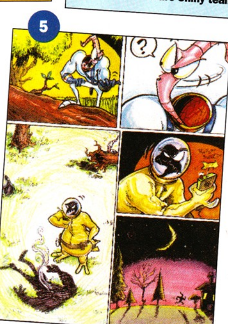
Shiny News Nugget #3

Doug TenNapel, Earthworm Jim's creator, headed up the Jurassic Park Genesis team for Sega. Though Doug created the character back in his comic book days, he says the story for this game (and the crazed characters it contains) sprang from the collective talents of the entire Shiny team.

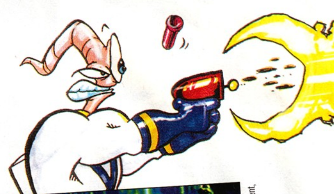
Shiny News Nugget #1

Shiny was founded by David Perry, the producer and programming genius behind Disney's Aladdin for the Sega Genesis. A native of Ireland, David began programming games on a 1K Sinclair computer and became a leading force in the English video game community before coming to America.









Shiny News Nugget #4

The name Shiny came from the R.E.M. song "Shiny, Happy People," which the team played continually during their many all-nighters on Aladdin. One of the dictionary definitions of shiny by the way, is "highly polished."

Earthworm Jim













Advanced animation and art techniques make Earthworm Jim's adventures a visual feast.

Shiny Entertainment™

MEET THE CHARACTERS

Earthworm Jim's world is filled with an outrageous cast of monsters, mutants, and generally bizarre beings. Here's a few:



SNOTT Jim's pet who lives in his backpack. Secret codes will allow Snott to mutate into all sorts of useful and disgusting things during fights.

EVIL THE CAT So evil, in fact, he runs his own prison planet named Heck.



PSY-CROW Interstellar bounty hunter and the evil ranger of the empire.

Shiny News Nugget #6

Half of the Shiny team is British and half is American. So what, huh? Hey, these News Nuggets can't all be important.

QUEEN PULSATING, BLOATED, FESTERING, SWEATY, PUS-FILLED, MALFORMED, SLUG-FOR-A-BUTT Well, her name just about says it all. Oh yeah, she bleeds acid and controls all the insects in the universe. Her body is an entire level of the game.



Shiny News Nugget #5

When the team designs a new level, everyone is asked to contribute ideas and sketches on what it should include.

"We're trying to get everyone to think in a twisted direction," says Doug TenNapel, acknowledging that they often have to twist the imaginations of the programmers some, while untwisting the imaginations of the animators a bit.

Shiny and Playmates — Partners in the World's Next Major Hero

When Richard Sallis, president of Playmates Toys, met David Perry at the Consumer Electronics Show, he could tell that David's plans for a new software company fit in perfectly with Playmates' plans for video game development.

"We simply wanted the best," said David Luehmann, executive producer for software development at Playmates. "David's group is clearly the best of the best."

Perhaps best known for introducing the world to Teenage Mutant Ninja Turtles toys, Playmates has the kind of marketing muscle and distribution power a developer like Shiny needs to successfully launch a character like Earthworm Jim. Playmates was key in forming the new studio and helping finance the startup. They helped create a state-of-the-art game-development facility where programmers and animators want for nothing.

"Playmates is like a big brother to us," said Perry. "They protect us from the big, mean world and open our eyes to all these new opportunities."

Playmates sees all sorts of possibilities for Earthworm Jim, according to Luehmann, including a toy line, a Saturday morning cartoon, and maybe even a movie.

"Shiny has created fantastic characters," he said. "They're the sort of ideas marketing people can really grab onto and run with."

Shiny News Nugget #7

We actually wrote only six News Nuggets. OK, five and a half.



MAJOR MUCUS A gross, gooey drill instructor–type on a planet where all living things eventually turn to snot. Stay there too long, and you'll be snot too. We were told this joke was snot funny.

CHUCK AND FIFI This pair runs the giant junkyard that makes up the first level of the game. Chuck is a big lumbering slob and Fifi is a rabid, totally mental dog who eats trash.



PETER-PUPPY A lovable little pooch who turns into a slobbering monster at the least convenient times.

PRINCESS WHAT'S-HER-NAME Hey, get this! The game has a princess in it! And she's in trouble! And you have to rescue her! Wow, how do they come up with this stuff?



PROFESSOR MONKEY-FOR-A-HEAD The mentally tortured genius who invented Earthworm Jim's amazing suit. His human and simian sides wage a continual battle for control of the body. On those occasions when the monkey wins, the character's name is changed to MONKEY-PROFESSOR-FOR-A-HEAD.



New Wheel of Fortune and Jeopardy Games Challenge Players on Every Platform

Admit it. Deep down, you *know* you're soooooo much smarter than all those cheeseheaded contestants that somehow manage to make it to the Double Jeopardy round (where the stakes are doubled and you can play for *really* big prizes). Just think how many times you sat there, screaming at the TV image of some flustered, panicky player, yelling "EGYPT — the answer is EGYPT, ya mo-ron!"

They never listen, do they?

Well, now you can take the buzzer in hand and prove your massive mental prowess, thanks to a whole mess of new game show titles for the Genesis, Sega CD, and Game Gear.

Wheel of Fortune

If you've thrown up your hands in disgust each time a contestant buys a vowel when the answer is *sooooo* obvious, *Wheel of Fortune* for the Sega CD from Sony Imagesoft lets you take control. This multimedia title takes you right onto the set, complete with digitized live-action sequences of Vanna White.

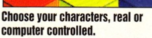
Play follows the TV format. You can take on animated opponents (real or computer) through three rounds, leading up to the final Bonus Wheel. Each round ups the value of the wheel and adds prizes like trips, jewelry, and surprises.

Smooth animation, superb sound, and the on-screen MC work of Vanna make this a delightful, faithful re-creation of the popular game. Spin or solve, man! Big money, big money!



Vanna White is your host and on-screen cheering section.





Choose your characters, real or computer controlled.



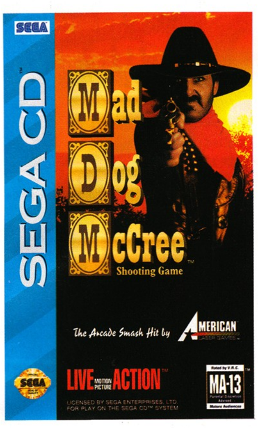
Solve the special bonus round...And Vanna announces your prize.





If your character hits the wrong spot on the wheel...You'll see his reaction on the screen.

Continued on Page 26





LIVE MOTION PICTURE ACTION

Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.

It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of action.







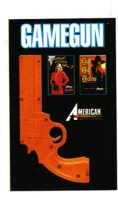






Introducing the world's first interactive live motion picture games for Sega CD. Now available at your favorite retailer.

Playable with the GAMEGUN™









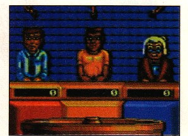
Wheel of Fortune

Game Gear

Now you can buy a vowel no matter where you are, thanks to a nicely crafted Game Gear version from GameTek. Play against the computer or challenge your friends. Up to three people can play, taking turns. Choose from a gallery of sad-looking contestants who brighten up briefly when they hit big money on the wheel. Play through three rounds, and the winner moves on to the Bonus Wheel.



Spin it or solve it on the go.

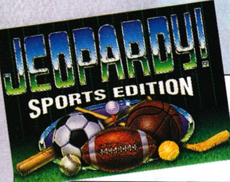

Up to three people match wits.



Stay alive through three rounds...



...And you'll play the Bonus Wheel.



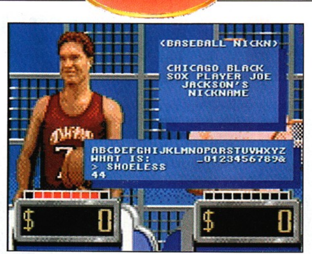
Genesis

Sports Fans Get Their Own Jeopardy Game

Test your sports knowledge on Genesis and Game Gear.

Just cuz you're a jock doesn't mean you have to let those braniacs have all the fun on Jeopardy. Thanks to Jeopardy Sports for Genesis and Game Gear from GameTek, you can see how much of a die-hard sports fan you really are. Categories range from Leagues to Stadiums to even Athletic Actors.

Up to three people can play the Genesis version. Game play follows the Jeopardy Deluxe style, but some nice touches have been added beyond the all-sports categories. You can choose your appearance from a gallery of sporting figures, representing most major games. The game covers every conceivable sport, from football to horse racing to golf.



Questions range from pretty basic to downright obscure.

Game Gear



One or two players can go for the gold on the Game Gear version.

Game Gear categories will satisfy the most fanatical sports fan.



Got a favorite sport? Well, pick a player to match.

Continued on Page 28

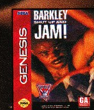
Quit *crying*
about getting **hacked,**

or how your
shoes ***hurt,***

or how you
can't **shoot**
outdoors.

Just ***shut up***
and jam.







This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ (Genesis™, Sega CD™, or Game Gear™) System.





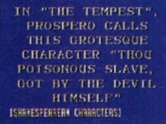
Get *In* The Game.™

SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Available now for the Sega™ Genesis™ Entertainment Systems.

JEOPARDY!

Sega CD

It's time to play Jeopardy, with your host...*A-a-a-a-lex Trebec!* Animated Alex guides you through this faithful re-creation of the show. Also from Sony Imagesoft, this game features the same multimedia options as Wheel of Fortune for the Sega CD, allowing you to choose real or computer-controlled opponents. Play through the rounds leading up to the high-stakes Final Jeopardy round. Voices and animation are smoothly handled and the categories will challenge any player.



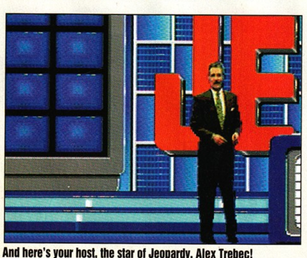
Alex gives the answer. You supply the question.



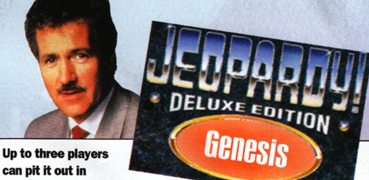
Watch your character cheer when he wins big.



You have 60 seconds to answer once you've buzzed in.



And here's your host, the star of Jeopardy, Alex Trebec!

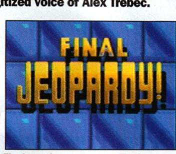


Genesis

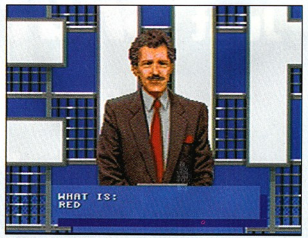
Up to three players can pit it out in Gametek's fast-moving Genesis version (two players can even buzz in with the same controller). Single-player mode lets you play against computer-controlled characters as you work your way up to Final Jeopardy. Nice touches include a handwriting typeface for the character names, the ability to change categories at the beginning of a round, and the digitized voice of Alex Trebec.



Up to three people can play on two controllers.



The best players go on to Final Jeopardy.



Challenge abounds in Jeopardy Deluxe for the Genesis.



You have to be in the black to move on to Final Jeopardy.

The best-selling baseball title of all time; NEED WE SAY MORE?!??

These guys deliver with a BATTERY BACK-UP! Save important STATS - even after the game's turned off!

QUICK! Guess what system this game's for?? DUH!

SEGA

GENESIS

HardBall '94

Get the new '94 division realignment & playoff format - play like the big boys or don't play at all!

The only big league park we didn't include was YELLOWSTONE.

You get TWO different views - pitcher or batter. Even a veteran computer opponent that'll turn your mistakes into SOUVENIRS! (see ya!)

MAJOR LEAGUE BASEBALL PLAYERS

WITH THE MLBPA

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

Spit seeds with Bonds, Henderson, Belle Justice, Mattingly, Gonzalez, Van Slyke, and Kruk... 700 MLBPA stars!

Appropriate for ANYBODY - except GEEKS! (NGA - No Geeks Allowed)

ANY BASEBALL FAN CAN TELL WE'RE AHEAD JUST BY READING THE BOX SCORE.







MAJOR LEAGUE BASEBALL PLAYERS



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™System.

GET IN THE GAME.™

Rated by V.R.C. GA Appropriate for all audiences. General Audiences





Sega GAME GENESIS Feature

A Bird in The Paw...

Hello Breakfast!

You've seen these two before? OK. So you haven't been hiding under a rock while this dynamic cat and bird duo has been making the world laugh for the last 40 plus years. The ever-popular Sylvester and Tweety are back, this time starring in their own Genesis game. Sylvester still seems to think that he's going to get breakfast on the wing, and Tweety is gonna have a great time changing his mind.



To get an extra life at the end of the Mayhem Express level, let the gigantic mouse play kick-the-cat to get back up top before collecting your flying appetizer, and fall off the top right of the car.

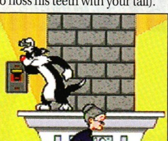


Avoid the BBQ. Grilled cat does not a happy Sylvester make.

I Tawt I Taw a Puddy Tat

Playing as Sylvester, your goal is to get your hands, er, paws on the yellow fellow. Each level is a chase over the landscape to find Tweety in each of his hiding places and move him forward. At the end of every level you catch the bird and move on to the next stage. Along the way, you'll be cat-apulted by a really big mouse (baby kangaroo) named Hippety Hopper, play cat burglar on the outside of apartment buildings, catnap in trash cans, and catwalk the inside of test tubes in a lab. You attempt to outsmart mainstay characters from Looney Tunes cartoons, like Granny (a sweet little old lady who swings like Barry Bonds), Spike (a lovable bulldog who thinks he's a boxer), The Red Cat (obviously a traitor to his species), and the Tweety Monster (he got into the Hyde potion and wants to floss his teeth with your tail).

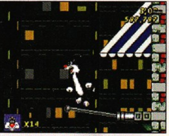




Use the Scratch to turn off any switches you see. You may not know what it is you've just powered down, but you can be sure that you've furthered the cat's crazy cause.



Junior may be embarrassed by his father's foibles but he's still out there routing for dear old dad. Follow his pointing paw to find the tasty Tweety treat.



Use the flagpoles to get the guy with the tail an ounce or two of bounce.

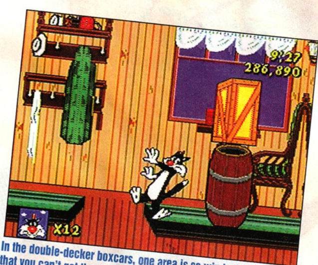
OVERVIEW

Sufferin' succotash! The age-old chase between foolish feline and savory songbird continues in *Sylvester & Tweety in Cagey Capers* from Time Warner Interactive for the Genesis. The bad ol' puddy tat still wants some Tweety pie for lunch and is willing to go through any indignity to get it. This seven-level, one-player comic fun-fest features an ongoing chase through places like Granny's house and backyard, a speeding train, an alley, a mad scientist's lab, and an ocean liner. How tough could catching a little birdbrain be? Cat-astrophically hard, of course.

PUBLISHER: **Time Warner Interactive** PLAYERS: **1**
CONTROLLER: **3-Button**

GA (Rated by V.R.C. Appropriate for all audiences. General Audiences)





In the double-decker boxcars, one area is so windy that it'll seem that you can't get there. Use your topple move on the edge of the opening and you'll clean up. Goodies galore.

SYLVESTER AND TWEETY CAGEY CAPERS

Merry Melodies, Looney Tunes, and Great Noises

You'll note from the screens that *Sylvester & Tweety* looks just like the cartoons. So how are the sounds? From the front end you've got that cat-chy feel with *The Merry Go Round Broke Down* — the Looney Tunes theme song. Each level's tune manages to be fun and cartoony — from mad scientist music in the Hyde and Shriek stages to Chicago Blues–style tunes in Back Alley Blues. The voices are straight-digitized Sylvester and Tweety, and are great comedy in themselves.


Make like a member of the feline freight movers' union. Stacking stuff leads to snacking stuff.


Hippety Hopper is what Sylvester would call a...gulp...really big mouse. He'll help you attain extra altitude.

Cat Stalkers


The traitorous Red Cat doesn't deserve to call himself a member of the feline species. Whomp him with the Mallet till he sees stars, or toss him a Fish.


Poor Spike...always letting his instincts get the better of him. Here boy, here boy, get the bone...fetch!


Granny always tries to make a clean sweep of her day. Keep the puddy tat outta the way.


These robot dogs can be bashed into smithereens or talked into a friendly game of fetch. Just watch their teeth. Meouch.



Every cat's nightmare — being eaten by your prey. Scratch your way out of the Tweety Monster's big gullet or toss him some Shrink Potion.

Stage Props



Here, kitty, kitty, kitty! Does the less-than-smart kitty want a nice Fish?



The Umbrella will keep you from bashing Sylvester's poor widdle head.



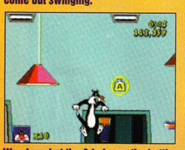
The "use a bigger Mallet" theory of crisis management in action.



When you choose the Boxing Gloves, come out swinging.



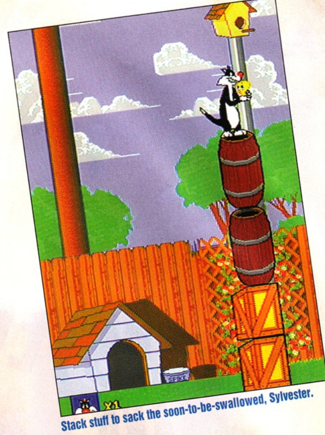
Play fetch with Spike and the Robot Dogs. Toss 'em a Bone.



Wonder what the A is for on the bottle of Shrink Potion? We at Sega Visions are betting it stands for antidote.



Cats may be good natural jumpers but can really achieve extra altitude with the use of a Pogo Stick. Offer one to your cat sometime...you'll see.



Stack stuff to sack the soon-to-be-swallowed, Sylvester.



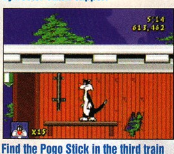
Sylvester hates electricity. Watts the problem, puddy tat?



It's windy on them there trains. Run, boy, run. See Sylvester sprint. See Sylvester catch supper.



Use these Springs to launch our fearless furball.



Find the Pogo Stick in the third train car to get the height you need to reach the dining car. Seems appropriate. Dining car. Gets the old saliva glands running, no?

HOT HINTS

- ✓ You must have an 81 percent difficulty setting to be able to play all the levels.
- ✓ Use the Umbrella when falling from any real height.
- ✓ When taking on any of the cat-stalker characters, like Spike, remember to collect any stage props you've already used again (they come back). You never know when you'll need to throw the big, bad dog a bone.
- ✓ Scratch at Tweety constantly. Every time you get flying feathers you collect 20,000 points. Every 100,000 points is an extra life.
- ✓ Use the Tweety Scope. In addition to finding Tweety, you'll learn what's between you and him.
- ✓ You can't hit Granny – you should be ashamed for even thinking of it! You either outrun her or find a place to conceal your scruffy, flea-bitten hide.

Power-Ups



The Super Hero Suit makes His Feline-ness invincible for a short time.



Use Hiding Places like the Cat Bed and the Trash Can to evade those who would stop you on your quest for the yellow squab.



Cans o' Tuna increase Sylvester's energy. Nowhere on the can does it say dolphin-safe, though.



Ah, the heralded 1-Up! These add to your existing nine lives.



The Clock gives you two minutes off your existing play timer. The shorter the time played on each level, the higher your bonus.

Hidden Room in Back Alley Blues



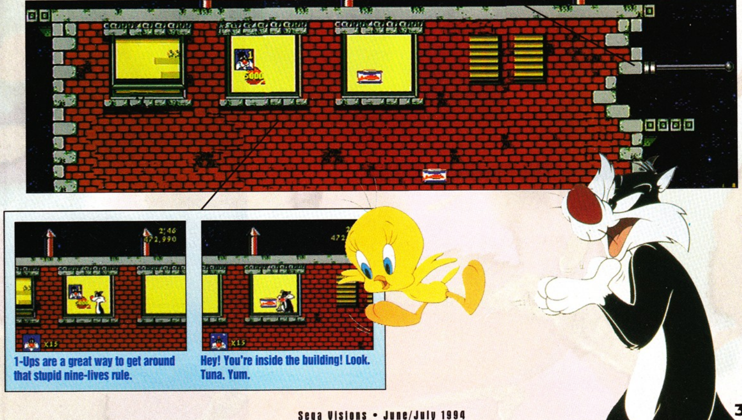
Go left, young gato, go left.



Open an Umbrella and use your D-Button to land on the tiny ledge between flagpoles.



Bounce on the flagpole at the top of the leftmost building.



1-Ups are a great way to get around that stupid nine-lives rule.

Hey! You're inside the building! Look. Tuna. Yum.


... all my love, R...

Lonely feline with limited range ... ks mildcat companion who's content to play the same few familiar games.

SINGLE, VERSATILE, ATTRACTIVE ENTERTAINER SEEKS PASSIONATE GAME PLAYER FOR NON-STOP ACTION.

Concerned parent of two Italian brothers seeks old-fashioned partners for her plumber sons before their careers go into the toilet. No newfangled CD tec...ology, please.

BM 2 unbodied ... sences may

Introducing the Genesis CDX™.

SEGA™

Plays 3 Ways:

1. It's A Genesis™
2. It's A Sega CD™
3. It's A Portable CD Player

Now that we're acquainted, want to have a little fun? I know how to have lots of it. As in three times the fun because I'm three players in one. Did I mention... (1) I play Genesis games. (2) I also play the hottest Sega CD games. In fact, I can play the entire Sega Genesis and Sega CD library — which ought to be the most fun you've had in any library. (3) I'm also a portable CD player, so you and I can make beautiful music together. And since I'm so wonderfully compact, we can go almost anywhere. So what do you say? Genesis CDX is ready to play around when you are.

INCLUDES 3 CDs — SONIC CD™, ECCO THE DOLPHIN™ AND THE SEGA CLASSICS™ ARCADE COLLECTION



Armed Arcade Ace Arriving



Ace Is the Place With the Helpful Hero Man

Commander Borf is plotting to enslave the earth by turning the populace into toddlers. Using his dread Infanto Ray, a weapon that blasts folks back to pre-school, Borf may just do it. Enter Dexter the Space Ace. He might have ignored Borf's dictatorial delusions if the big oaf hadn't kidnapped kuddly Kimberly — Ace's gal. Now Ace is gonna rescue Kimberly, destroy the Infanto Ray, and save the world (or need a pacifier real soon). No problem. Right?



In this scene, our hero tries to avoid being shafted.



Ace got hit by the Infanto Ray. Get out the nappies.

The Bluth and Nothing but the Bluth

Space Ace has had die-hard fans clamoring for a home version for years. The animation and sound quality of the laser disc arcade version was unparalleled. Getting the Don Bluth classic to your home system has only just become possible with the recent technical advances in compression (and your Sega CD, of course). As you react to the attacks that aggravate Ace, you get to enjoy Bluth's original art and terrific character animation. Add CD-quality sound, and you have a sensational home version of the original play experience.

Borf (sounds like a hairball, huh?) is the lead villain.





You (as Ace) get plenty o' fun with a laser gun.



Not just anyone gets his very own "space" craft.



Meet Ace and his significant other, Kimberly.

OVERVIEW

Addictive animated arcade action is the name of the game. Even better, you (lucky *Sega Visions* reader) get an early look at *Space Ace* from ReadySoft for the Sega CD. Following in the footsteps of the blockbuster hit *Dragon's Lair,* this one-player arcade classic Action/Reaction game is certainly gonna get you hopping. You'll be cheering and groaning at Dexter's exploits as he tries to save the earth from an extra-evil (and lots of fun) cartoon villain.

PUBLISHER: **ReadySoft** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated


VAY
Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD.™
Awesome Role-Playing!
CD Sound!
Animation!
Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences
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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.
WORKING DESIGNS
Our games go to 11!
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Deeper into Jurassic Park

JURASSIC PARK™

Prehistoric Terror in 3-D

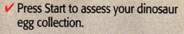
The game picks up where the movie left off, with the dinosaurs loose and wreaking havoc in the ill-fated theme park. You're a scientist sent to salvage eggs of seven dinosaur species before Jurassic Park is completely destroyed. All your adventures take place in 3-D first-person perspective. Add 3-D QSound™, and you've got a terrifyingly realistic mission ahead of you. But one step at a time. Let's explore the Triceratops area.

Triceratops Territory



First, a little background on your quarry. Triceratops are meadow-dwelling herbivores, which means they won't make a meal of you. Now for the bad news: They weigh six tons, and they're quite a bit faster than you. You don't want to be in the way when they charge. They're also fiercely protective of their family. Yes, that includes eggs.

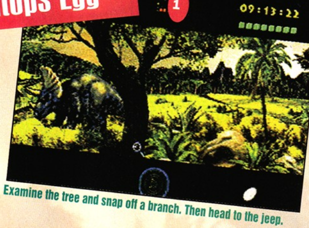
Oh, a couple more problems. Old rhino-face isn't the only dinosaur you're up against in the Triceratops plain. And then there are all those locked rooms, hidden tools, and secret codes. So follow our step-by-step guide to retrieving an egg. And hope for the best.



HOT HINTS

- ✔ Turn the sound up and listen carefully for dino cries and footsteps.
- ✔ Stop at the Dinosaur Field Kiosks for crucial info on your quarry.
- ✔ Whenever you enter a new area, make a quick 360-degree check for dinosaurs.
- ✔ Save your game whenever you're in the Visitors Center.
- ✔ Press Start to assess your dinosaur egg collection.

Step-by-Step Guide
Retrieving a Triceratops Egg



Examine the tree and snap off a branch. Then head to the jeep.



Honk the horn to startle the Triceratops. The instant it faces you, honk again. When the Triceratops bumps the jeep, pick up everything that falls out as fast as you can. Honk once more, and grab the Injector when it falls out of the jeep. Act fast, or you'll get splattered.

3
07:55:22

Hightail it to the pump room, and use the Injector on the sick Triceratops outside. Return to the grazing plain.



Use the foliage to distract the baby Triceratops.



Open the metal box with your crowbar. Grab the Triceratops cardkey inside.



OVERVIEW

Face it. You're obsessed with *Jurassic Park.* You saw the movie the weekend it opened. You ate up *Sega Visions'* early coverage of the Sega Genesis, Game Gear, and CD games. Now you're ready to master the CD version of this Action/Puzzle blockbuster level by level. We'll help you out with an in-depth look at the Triceratops area, but be warned. Collecting that egg ain't easy, even with a guided tour.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**

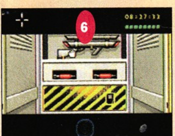


When Low Tech Meets High Tech





We don't advise smashing the computer with the rock. But if you must, save your game first.



Return to the Visitor Center. Go upstairs and use the cardkey to open Muldoon's office. Open the cabinet. Take the Gas Gun and the ammunition inside.



Get first aid if you need it, and save your game.



Return to the pump building, open the door with your cardkey, and — quick! — gas the Dilos before they spew green stuff at you.

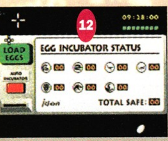


Open the door to the Triceratops nest and grab the big rock. Shoot the Gallimimus when it snatches the Triceratops egg. Then grab that egg and make a run for the incubator.

Play the Triceratops CD on the machine next to the computer, then press the Reveal Code button. Memorize the combination.



Shut off the gas with the wrench, then open the rightmost locker and kill the power supply. Open the other lockers, collecting whatever goodies you find. When you find the combination keypad, enter the code from the CD.



Place the egg in the incubator.



Use the first aid kit if you need it, examine the cabinet, and retrieve the Brachiosaurus CD.

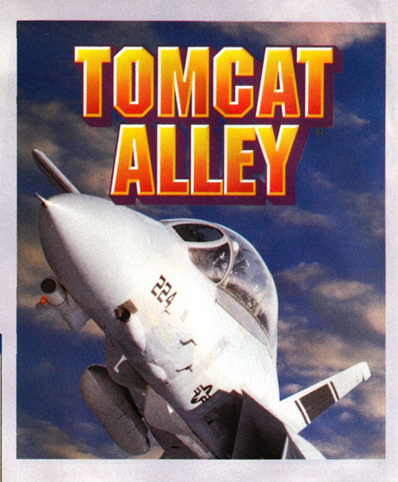


Get the night-vision goggles from the cabinet in Muldoon's office.



Finally, view your messages on the computer in the control room, and save your game.

Aerial Combat at Mach 2



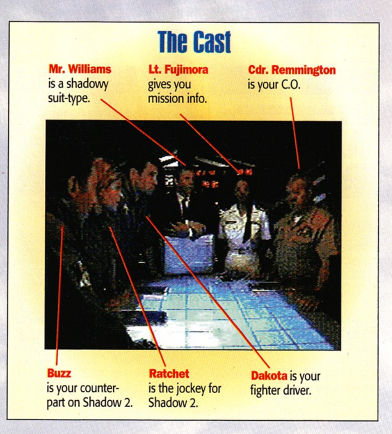
OVERVIEW

This cat has fangs — its teeth'll bite the tail off a MiG-27 at 125 miles nautical. Since it shipped, Sega's *Tomcat Alley,* for the Sega CD, has been a big hit with critics and gamers alike. So we're giving you another look at this terrific one-player full-screen Interactive Movie. You get seat No. 2 as Radar Intercept Officer on an F-14X Tomcat fighter. You make all the navigation and targeting calls — it's your talent that drives a Sidewinder up the tail of an enemy bogie, and it's your failure that has you chewing chute if you're lucky enough to punch out after taking a hit.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**

MA-13

The Cast



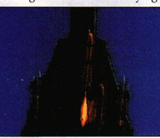
Doing the Tomcat Strut

Tomcat Alley leaves the flying to your ace fighter jock, Dakota. You get to concentrate on the easy stuff, like trying to lock on to the heat signature of a tail-wagging MiG at .8 mach. Release your bird before you get lock, and he'll likely be crawling up your six and trying to turn your strutting Tomcat into titanium target. This game is all about decision making at speed. You spend your narrow decision windows choosing between missile types at mach 2, releasing flares and chaff before you become a high-altitude fireball, taking recon photos between dogfights, and targeting ground installations while ducking SAMs (surface-to-air missiles).



Screw up in the later missions by letting Buzz and Ratchet get splashed, and it's over.

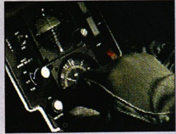
A psycho named Col. Alexi Povich has stolen two MiG squadrons, some SU-138 bombers, a passel of SAMs, and some nasty radioactive and chemical warfare goodies. He's holed up out in the Mexican desert, with the US of A in striking distance. All *you* have to do is fly missions from your top-secret subterranean base, take out his fighter air cover, dance and smash your way through his SAM gauntlet, and destroy his chemical weapons facility. There is one other thing you might do — that's die trying.



When you fire at a bandit without a lock, you get to see the missile launch at nothing. Enjoy. That missile might have been the difference between failure and success. Treat each one like gold — they're worth they're weight in it. Literally and figuratively.



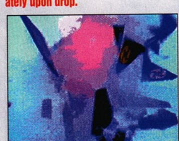
Splash the bomber in the first stage with a radar-guided missile.



Be accurate selecting your waypoints. Otherwise you'll be a target immediately upon drop.



If you miss a waypoint or a radio call by not selecting the icon within five seconds, Dakota gets on your case. Then you get three more seconds before the mission is scratched.



Looks like JP5 (jet fuel) and high explosives (bang) don't mix. Good hit.



Select the heat seekers to get the bogies that are close in. Lock on and nail 'em.



When you are out of flares/chaff and an enemy's painting you, try to vector toward another enemy. You have a 50 percent chance of getting splashed. Get hit, you get to eject — if you're lucky.





When dealing with SAMs, target only the ones that are moving slowly across the screen. Use your countermeasures against the rest. Miss an emplacement, and you're flamed.





Use bombs on the bridge. The way to hit the bridge is to place your reticle at the foot of the screen (below the left half of the bridge) and wait for the bridge to nearly reach the reticle before letting 'em drop.

HOT HINTS

- ✔ When saving your wingperson's butt, always choose a Phoenix Long Range Air-to-Air Missile. This one's radar guided. Select a heat seeker and it may target the wrong heat source. Oops.
- ✔ Run out of flares/chaff and have a missile targeted at you? Rapidly vector toward another hostile by choosing it with your reticle. It's a 50:50 chance of survival.
- ✔ Can't seem to lock on with a heat seeker? Quickly choose a radar-guided instead.
- ✔ Don't get sloppy when choosing a target vector with your reticle. If you aren't on the money, you'll often drop in front of your bandit and he'll be on your six.
- ✔ Rather than chasing a bogie's tail for lock-on, have your reticle where you think he'll go next. Playing catch-up with your sight almost never works 'cause the bandits generally move faster than your reticle.

Tomcat Terminology

Angels: Altitude in thousands of feet; angels two is 2,000 feet up.

Bandit/Bogie: Enemy aircraft (the bad guy).

Flares/Chaff: These two countermeasures are launched to confuse enemy missiles. A flare attracts a heat seeker, and chaff (aluminum strips in varying lengths and widths) confuses radar guideds.

Heat Seeker: A missile that does infrared homing – it's attracted to heat.

Radar Guided: A missile that uses radar to chase and hit aircraft.

Reticle: A grid used to show posit on an HUD (heads up display), in this case your cursor.

Six O'Clock: Twelve o'clock is in front of you, three is to your starboard, nine is to your port, and six is directly behind you (never a good place to have an enemy).

Splash: Shoot down an enemy aircraft (probably related to what happens when they hit the earth).

Tally: Visual sighting of target aircraft – no tally would be no visual, lost tally would be lost visual, and tally ho! would be have visual.

Golf Is in The House!

Hip-Hop Tee Time

Virgin has achieved this unlikely but extremely hip mix of sport and cool by taking a well-planned, well-executed golf sim and giving it a multimedia twist with digitized flyover video of each hole, expert commentary and strategy by pros Ben Wright and Steve Elkington, intermission graphics that would make any VJ proud, and a soundtrack that would do well in the Viper Room. None of this should come as a surprise. Virgin Interactive is a sister company to Virgin Records, so some of the greatest tunes in the world are available for their use. And Virgin has proven time and again that they know how to make fun games.

Getting down to the green, *Links* has achieved realism both in the presentation of each of the Torrey Pines links and in the four modes of playing them. Whether you practice driving, play each hole individually or in series of nine, or take on Torrey Pines in tournament play, you have complete control over the selection of clubs, your stance on the ball, and whether you wish to fade or draw, chip or putt.

This realism extends to the icons of male and female players and even to different tee colors for each player. Features that add to your play include Rotate, which turns your player to face a different direction. This comes in handy if you are facing a tree and a fade or draw is not enough. Top View gives you a bird's-eye view of the link, showing each player's position and other important information, such as yards to the cup. You can even get into fine detail and customize game settings, building your own set of clubs and setting sensitivity. *Links* has a save feature so you can keep your place in a game, and it gives you options to turn on or off the sound, commentary and flyovers, and replay.



Torrey Pines in San Diego is one of the nation's most challenging golf courses. Other menu screens show you the distance from the ball to the flag, or from your cursor to the flag (for estimating distance).

OVERVIEW

Golf may be one of the most popular sports in the world, but it has never had the excitement or interaction of more active games. Until now. Virgin Interactive Entertainment is changing the way the world golfs with *Links: The Challenge of Golf.* Even nongolfers are going to find this disc very hot. Think of golf. Now think of house music. Now bring 'em together, and there's only one thing you can say: Golf is in the house! Up to six players can get in on the action at the famous Torrey Pines Country Club South Course in sunny San Diego, California. Use a control pad or a Mega Mouse, or really get in the swing with a Tee V Golf Club. Tournament golf isn't just for the plaid anymore. Get hip. Play *Links* on your Sega CD.

PUBLISHER: **Virgin Interactive Entertainment** PLAYERS: **1 to 6**
CONTROLLER: **3-Button, Mega Mouse (Recommended), Tee V Golf Club**
NYR Not Yet Rated


Play at each hole begins with a flyover in digitized video, along with experts' tips on playing the course.



Up to six players, in any mix of male and female, can take on the three challenge levels of Links.



You get a running total of your shots and distance to the cup after each shot, with the option of taking a Mulligan — retaking the shot with no penalty.



Check the lie of the ball before you putt to make sure you are on the green.



Select the Overhead view for a quick check on your position on — or off — the fairway.

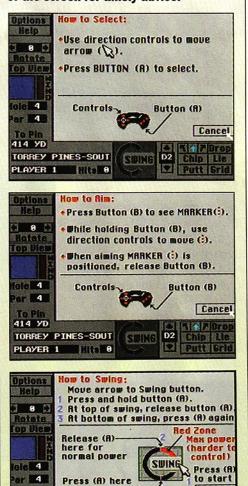
Getting Clubbed

So you're standing on the green ready to tee off, holding a sand wedge and looking at a 300-yard drive. You wonder, "Am I using the right club?" When the ball rolls about nine yards, you realize that you weren't. Here's how far you can expect to hit the ball, based on perfect conditions, no wind, and pro level.

Driver 1	D1	275 Yards Low Loft
Driver 2	D2	275 Yards High Loft
2 Wood	2W	260 Yards
3 Wood	3W	250 Yards
4 Wood	4W	235 Yards
5 Wood	5W	215 Yards
6 Wood	6W	200 Yards
7 Wood	7W	190 Yards
1 Iron	1I	235 Yards
2 Iron	2I	220 Yards
3 Iron	3I	205 Yards
4 Iron	4I	195 Yards
5 Iron	5I	185 Yards
6 Iron	6I	173 Yards
7 Iron	7I	160 Yards
8 Iron	8I	148 Yards
9 Iron	9I	135 Yards
Pitching Wedge	PW	120 Yards
Sand Wedge	SW	90 Yards
Loft Wedge	LW	70 Yards

Help!

In a jam? Not sure how to pick a club, aim, or swing? Lose the manual? Click on the Help bar in the upper left corner of the screen for timely advice.





Land one in the rough, and your next drive will have less strength. Try to counter the wind by hooking, slicing, or altering your stance to drive true down the green.

Armored and Dangerous

Get Pumped for Mean, Multimedia Role-Playing Action

Grave New World

Compared to *Lunar,* Working Designs' first Sega CD RPG, *Vay* is less linear but harder to beat. Although you won't have too much trouble deciding what to do or where to go, getting there will test your RPG abilities down to the last magic point.

The game play begins on difficult and builds quickly, requiring a well-planned mix of spells and weapons to advance through combat. Finding the armor and orbs takes you through a wide variety of sub-missions through four kingdoms — each with towns containing inns, weapon and armor shops, and item shops. Inns are where you can rest up and restore hit and magic points. Rooms are cheap at first. Cross the sea, and rooms get much more expensive.


You need top-level weapons and armor before you head into Danek Castle. The resident critters can quickly turn you into adventurer stew.


The Legendary Armor of Vay has cyborg origins. You need to find it — and activate — it to defeat the Danek horde.



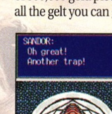


Press the Start Button when you're on the world to enter an automap screen. It shows you where you are and what towns, bridges, or castles are nearby.

The SuperMantis is the first big boss you encounter.

experience points. You need both to forge ahead.

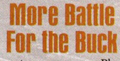
Increases in levels mean higher hit and magic points, and new spells for mage-type magic users. The increases are well timed and often reward those persistent enough to stick out tough mazes and battle sequences. With some choice weapons costing upwards of 500,000 gold pieces, you need all the gelt you can get!







Big, tough bosses abound in Vay. This multilegged nightmare lives in the Ice Tower. When dealing with cold, try fire.



More Battle For the Buck

Vay is not an easy game. Plan on getting more than your money's worth of battling and adventuring. The key to steady progress is aggressive play. Run away from tough battles, and you lose the opportunity to earn gold and


Jeal is the leader of Sadoul's forces. Seeing him bite the dust is one of the more satisfying moments of the game.

OVERVIEW

Sometimes the only way to crush your enemies like seedless grapes is to don a suit of legendary cyborg armor and kick booty. Working Designs is giving you this very opportunity with *Vay,* their hot new hard-core RPG title for the Sega CD. Featuring digitized voice, animated graphic sequences, and AI combat control, *Vay* (pronounced like "eye") is a one-player adventure quest to save your kingdom from the evil Danek Empire. The only way is to find the Legendary Armor of Vay and revive it with the Five Orbs of Sealing. And that, young prince, is but one of your goals. The path ahead is long and dangerous, filled with peril and reward. The magicians of the Sealing will oppose your every move.

PUBLISHER: **Working Designs** PLAYERS: **1**
CONTROLLER: **3-Button**



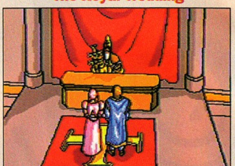
Often you'll suprise an enemy and have the attack advantage. You can either strike the first few blows or use the opportunity to run.

HOT HINTS

- ✔ Once you get to the island of Magmal, take the ship back to Lorath and rest up at the inn before you continue your adventure.
- ✔ Run the game in manual instead of AI when facing tough opponents. You will have more control over which spells you can throw – and when.
- ✔ If you find yourself deep in a structure or dungeon and running low on hit points or magic points, try forging ahead. Often you'll advance a level – restoring hit and magic points – before it becomes a dead man's party.
- ✔ The Legendary Armor is not as good without the Orbs of Sealing.
- ✔ If someone tells you not to open a chest, don't.
- ✔ The Malybu spell works well against most large groups of enemies, especially when your wizard is carrying a staff.

Warriors and Kings

The Royal Wedding

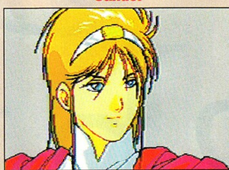


Prince Sandor's wedding plans are ruined when the Danek attack his palace, killing his parents and kidnapping his Elin, his bride to be.

P.J.

Priscilla (P.J.) is a mage with a bad attitude who turns out to be OK. Equip her with a mage's staff, and her fireballs will crisp the skin off your enemies.

Sandor



Sandor will stop at nothing to win back Elin and avenge his parents.

Rachel



This hard-bitten warrior fights with claws. She may not have much magical capability, but her attacks are strong and fierce.

Elin



Elin's past is shrouded in mystery. Like all of Vay's heroes, she is much more than she seems.

Lynx



This wandering minstrel can't carry a tune to save his life. But where there's a lynx, there's a leopard, and this cool cat is a terror with a halberd.

Pottle



An Elven lad, Pottle may look like a child, but watch out when he bends his bow. He has eagle eyes as well as an impressive book of spells. His death will add new purpose to your quest.

Kinsey



Kinsey is a seasoned sea skipper who really knows how to crack the whip. If it floats, she can make it go.

Holy Sphin

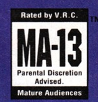


Hang on. Tight.

You're about to enter the dark and foreboding world of Microcosm. Super-realistic, computer generated graphics inject you into the body of Cybertech's president, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

Experience a whole new realm of adventure gaming as CD ROM-based interactive cinema effects transport you inside the heart-stopping action.





MICROCOSM

cter!



Available for Sega CD™ at your local retailer.



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with Sega CD™ System.

Over 500 megabytes of brilliant SGI graphics and an original sound track by Rick Wakeman, formerly of YES, crank up the intensity to levels you've never before encountered.

Step into the latest high-tech micro-submersibles and pilot your way to the edge of your imagination. But don't forget to pack an extra pair of shorts.





Psygnosis
675 Massachusetts Avenue
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(617) 497-7794

Sneak Peek

GENESIS

Sega's Latest RPG Shines!

You fight big enemies. Really big. Poke him in the toe. Dare ya.

SHINING FORCE II

Join the Quest, Monsters to Best

Like its predecessor, *Shining Force II* has incredible 3-D battle sequences, a massive party of characters who grow in status and change in appearance as the game progresses, and tons of secrets to uncover. You begin as a young student in an island village. Your curiosity gets you into the thick of a battle against an evil entity named Zeon. Your Force at the outset is a small group of classmates. Each new area you visit gives you hints about what to do next, battles that help your Force gain in Experience and stature, new items that add power or unlock puzzles, and new members of your party. In addition to evil folks and aberrations of nature, you'll face earthquakes, ocean voyages, underground regions, and even air travel.



Huey is one of the lead characters. He's a centaur. He doesn't like monsters. He's carrying a lance. Use it.

Take Them by Force

The first *Shining Force* was a blockbuster hit with Role Playing Game fans because of its size, scope, terrific art, and ease of play. The sequel manages to top the first in every catagory — no minor feat. Weighing in at 16 megs, *Shining Force II* is four megs bigger than its predecessor. You get more areas to see and recapture. The amazing art in the battle sequences is even bigger and more three-dimensional. And lastly, they've made the combat control even easier by letting you check the opponent's hit points before committing. This one's gonna take you by force.

OVERVIEW

Dust off your sword and your spellbook — evil has returned to the world in a sequel to one of Sega's greatest RPGs. *Shining Force II* for the Genesis is an enormous one-player game that has you questing over land, sea, and air on a mission to close a Magical Seal that is open and spilling demon spawn into the world. Upgrade your weaponry and search for your healing potions — you're gonna need 'em.

PUBLISHER: **Sega** PLAYERS: **1**

CONTROLLER: **3-Button**

NYR Not Yet Rated

Often, you should take out the enemy Priests/Bishops first. They not only have a strong magical attack but also heal your enemies.

Fight for every chunk of the landscape. Here our valiant Force battles on the side of a volcano.

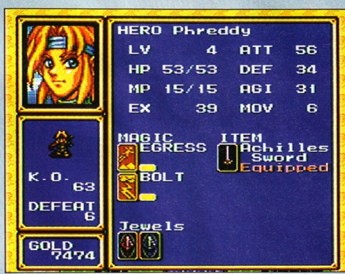
The evil Zeon has triggered an earthquake. You will have to abandon your home island.

Make all your purchases at stores. Some vendors have special Deals.

Your Force will even do time in the big house. Bet you can get out of the hoosegow somehow.

When you get to the battle with the nasty sea serpent (Kraken), go for the head by using your airborne characters. Then taunt the head toward the dock. Try to stay out of fights with his arms and legs.

But Do I Have Any Magic?



LV stands for Level. In this case the main character is a Level 4 of the highest catagory, Hero.

HP stands for Hit Points.

MP stands for Magic Points.

EX stands for experience. Each time your character reaches 100, you move up a Level.

ATT stands for Attack Power.

DEF stands for Defensive Power.

AGI stands for Agility.

MOV is your character's Movement circumference. In this case, the main character can move six squares in any direction with a land effect of zero percent.

ITEM shows what you are Equipped with and carrying.

MAGIC shows the spells your character can use.

Jewels are the Stones of Light and Darkness.

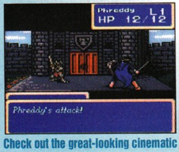
K.O. stands for the number of monsters your character has personally kicked back to oblivion.

DEFEAT shows the number of times your character has been whupped.

GOLD is the amount of shiny lucre you are carrying.

Shining Portable Too!

For those who wanna fight darkness and evil on an any-time-any-place basis, Sega's bringing you *Shining Force—The Sword of Hajaya* for the Game Gear. Expect the same incredible cinematic screens, huge party of characters, and fantastic Role Playing Game feel in to-go form. Here are a couple of sneak screens to whet your portable appetite.



Check out the great-looking cinematic battle scenes!



Enjoy a massive party of characters that grow in status with each battle.

TAZ Is Back!

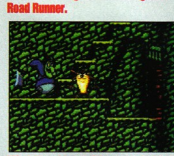
And He's Bigger 'n Badder Than Before!

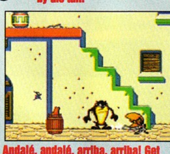
Cameo Appearances

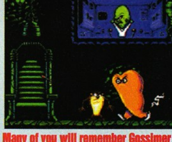

Teach that bully El Toro a lesson — get out of his way before he collides with TAZ and let him bash his bovine brains against the wall.


Yeah, genius. Snigger. Good luck Wile E. You haven't got a chance against Road Runner.

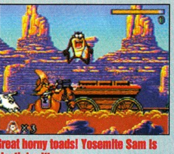

Play a little fetch with K-9. Just don't let him get TAZ by the tail.


Witch Hazel has left her oven behind — but she brought the cutlery. Look out, TAZ!


Andalé, andalé, arriba, arriba! Get TAZ to hot-foot it or Speedy will get the Peppers.


Many of you will remember Gossimer and the Mad Scientist. They get their own stage in TAZ 2. Hope you brought your curling iron.


Marvin and his Instant Martians are wreaking havoc again.


Great horny toads! Yosemite Sam is blastin' critters.

TAZ

Faster than a whirling dervish, able to bounce up tall chimneys in a single bound — it's not a bird, and not a plane — it's the world's favorite Tasmanian devil in his triumphant return to the Genesis! *TAZ in Escape from Mars* from Sega is four times the size of the original, weighing in at a whopping 16 megs. With scads of new tricks, bunches of cameos by old Warner Bros. friends, and a stack of the coolest levels this side of Mars, this one-player cart is gonna spin your doors off. Enjoy the early look...we'll give you full coverage in a coming issue.


Defy gravity to end the reign of the Mars boss.

(Burp) Excuse!

Marvin the Martian is completing his very own personal zoo and has one empty exhibit. Checking out his book of rare earthlings, he sees that a Tasmanian devil would fit the bill and goes out to capture one.

For those who loved the first *TAZ-Mania* game, there'll be a few familiar things to do. TAZ still has an asbestos-lined gullet and gulps Chili Peppers with abandon (though they do cause a little heartburn). He still whirls to take out his enemies and gets a bit grouchy when made to wait.

So what's new? Well...there're more than 300 frames of animation for TAZ alone. You can get really BIG by walking through a Grow Ray. Go for a tiny TAZ by hitting the Shrink Ray. Spin TAZ to helicopter around. A whirling TAZ can do loops and even spend some spin-time upside-down. Get the toothsome wonder to whirl in dirt, and he bores through like a drill bit.

NYR Not Yet Rated



Hit Spin and Down on the D-Button to power TAZ through soil like a router bit through balsa wood.

Great Gadgets!

Find the Shrink Ray to get a tiny TAZ through the smaller corridors.

The Grow Ray creates a titanic TAZ. Knuckle dragging at its best.

Collect this equipment and bring TAZ up to full whirl — he's a TAZ-copter!

TAZ in Escape from Mars on Sega Game Gear!

Not to be outdone by the 16-bit version, *TAZ in Escape from Mars* for the Game Gear offers the same great play in portable form. TAZ ricochets off walls, burrows through the ground, and speeds around using his famous Tornado Spin. This one-player to-go version has the same great story line as the Genesis and features amazing Action hijinks. And cameos by other great Looney Tunes characters? Darn right. Here are a couple of sneak screens to get you up to spin early.

Speedy's got to be around here somewhere. Move it TAZ.

Welcome to the Haunted Castle. Boo!

Sega Visions Lets the Cat Out of the Bag on Bubsy II

Bubsy's Back!

Bubsy's back with more levels, more choices, more subgames, and more inspired lunacy.

In a world where the question "What could possibly go wrong?" begs a list of seriously cat-astrophic responses, the bobcat with the extranimble mind and fast feet (or was that ear-numbing mouth and fat feet?) takes on his most purr-plexing adventure yet. *Bubsy II,* from Accolade for the Genesis, brings new meaning to the term *yikes!* This one- or two-player (turn taking) pounce-fest has Bubsy traipsing through the Amazatorium with more moves, more stuff, more bonus games, and lots more lip.

Swine Flu and Twin Trouble Too

Oinker P. Spamm is a capitalist boar. This pig sold his own sow of a mother down the river. Got $1.89 a pound, too. So anyway, the greedy son-of-a-swine has snagged Virgil Reality's new invention, the WOMPUM (lengthy acronym...it steals history), and has built a theme park, modestly called the Amazatorium.

Our hero with the size 10 ego in a size 2 body has planned to go to the park with his young niece and nephew, the (no, please don't say it) Bubsy Twins. He takes Terry and Terry (hey, they're identical twins!) to the Amazatorium and, with typical Bubsy timing, shows up the day before the park opens. Not to be deterred, the adorable twin purveyors of peril break in and run off. Now ol' Bubs has to enter the park, find the kids, and save history as we know it.

Just another ordinary day in the life of a very extraordinary, fun-loving bobcat.


Stuck in a level? Not anymore, you aren't. Use your handy-dandy Portable Hole to exit stage left.


Bubsy learns a new high-comedic art: the hallowed throwing of the cream pie!


C'mon, billy boy. Quit acting like a goat.



Play games like Frogapult, in which you launch (willing) frog participants toward targets in a pool. Wheeeee!


Bubsy has always hated water (except to drink, and even there he prefers milk). Keep him safe in his new Diving Bell. Ever hear the term "bell the cat"?


Little Bo Peep has lost her sheep and the fleecy little ba-a-ad boys are attacking Bubsy. Watch out for their dangerous and high-powered Bleet.


Run at bobcat speed into a wall — we dare ya. Look at Bubsy's spinning skull. Linda Blair look out. You've got nuthin' on Bubs.

OVERVIEW

The fearless feline that scratched his way to the top in one of last year's best Action games returns with a whole new look and feel. Now you get to choose from each of the levels at the outset, you get the chance to escape from the level through an emergency exit (an Acme-style Portable Hole), and your bonus stages are great little subgames unto themselves. Collect marbles (yup, he's lost his marbles) and chuck pies at enemies. Some of the early levels seen in our prerelease copy: a pirate theme, an ancient Egypt area, a medieval castle, and a barnstormer stage.

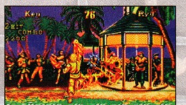
PUBLISHER: **Accolade** PLAYERS: **1 or 2 taking turns**
CONTROLLER: **3-Button**



Super Street Fighter II


One of the new characters — T. Hawk (on his own turf) — taking on Guile.


T. Hawk and Guile go pound for pound in Fei Long's 'hood.


Ken welcomes Ryu to Jamaica (D.J's stage) by doing his new Flaming Dragon Punch.

Genesis Beats SNES Hands Down

So what does the Genesis version of *Super Street Fighter II* have that the Nintendon't?

- ✔ How about five degrees of game speed (the SNES has only four)?
- ✔ The Genesis has Normal mode *plus* an Expert mode that lets you fight all 16 warriors (the arcade, the SNES, and the Normal mode put you up against only 12).
- ✔ The Genesis has a Score Challenge mode that lets players compete to see how many points they can rack up in a 30-second round.




Check out M. Bison's new Flying Psycho Fist!

Chun Li throwing a Fireball at her own evil twin. These fashion plates are wearing two out of eight possible clothing colors.

Genesis Version Offers 40 Megs of Features You Won't See on SNES

- ✔ Only the Genesis lets you test your combat technique in a new Point Match in which the speed of each of the victories determines the winner on points.
- ✔ The Genesis version has 40 megs. The SNES has only 32.

Players can expect demo and ending Sequences that are very close to the arcade version (except that you won't have to feed the coin snatcher to beat the game and see the endings). Stay tuned to *Sega Visions* for more feature coverage of this fantastic fist-and-feet fighting frenzy.

OVERVIEW

Directly on the heels of the arcade smash hit comes *Super Street Fighter II* for the Genesis from Capcom. At 40 megs, this new addition to the *Street Fighter* saga is the biggest fighting title ever to land on the Genesis. Look for new moves — from Ken's Flaming Dragon Punch to Ryu's Stun Fireball. New characters — from T. Hawk to Cammy. And new backgrounds — from Jamaica to England. And it has features that won't see the light of day on the SNES.

PUBLISHER: **Capcom** PLAYERS: **1 or 2**
CONTROLLER: **3- or 6-Button, Arcade Power Stick (Recommended)**
MA-13


Ryu shows off his new Stun Fireball against Chun Li on Cammy's bridge.


Vega tests out his new Claw Thrust against Zangief in Las Vegas.

It's time for another run, Chummer!

SHADOWRUN®

GENESIS

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

FASA CORPORATION

SEGA™

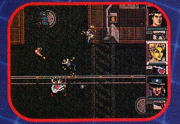
Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega™ Genesis™ puts You in the heart of Cyberspace on the heads-up run of Your life!



Jack into the Virtual World of the Matrix and get ready for intense cybercombat!



Fight Back! Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl! Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!



You've got the Skill...You've got the Guts...and Sega™ Genesis™ has all the Magic and Technology you need!

Hunting in the Shadows

Shadowrun lets you hit the Seattle Sprawl with a character that suits your style of play. Then you live with the consequences. Play fast and loose with the law and Lonestar will be after you in a big way. Stay a little closer to the path of law and order...and you'll only attract their attention once in a while. Murder ain't cool. Anything in the line of self-defense is. Some weapons and tools are tolerated. Others will land you in the clink. Of course, that's not saying everyone else follows the same rules.



Go see a Johnson for a job. The higher the price, the more difficult the run.

But contacts can get you anything...for a price. Equipment and permits. Entry and access. And always information. You're going to need them all if you want to run — and stay alive — in the shadows. And you're gonna need time. Expert gamers might get through Shadowrun in 60 hours. Most gamers can make it in 100 or so. No matter how you play, each moment will keep you on the edge.



Magic gives shamans the ability to fight, defend, and heal. If you play as a shaman, try not to load up on cyberware because it reduces your overall magical abilities.

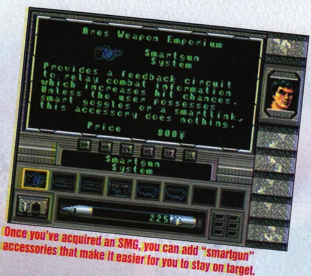
The Seattle Sprawl has seven distinct areas. Each contains multi-level buildings and mazelike caves. Search the wilderness outside the city and who knows what you will find?

OVERVIEW

Sega is bringing you cyberpunk role playing so real you can almost feel the weight of armor plating embedded under your skin and the itch of the data jack wired to your brain. *Shadowrun* is a one-player battery-save RPG set in a dark, techno-future Seattle where magic and technology have collided head-on, and human life is traded cheaply. Elves, orcs, and humans walk the dangerous streets. Magic users vie with deckers brainjacked into the vast computer Matrix. You're on a mission to find out who sent your brother on a death run. The giant corporations are covering up. A lot of people want to see you fragged. You're going to have to hunt through the shadows to find out why...or die trying.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences



Once you've acquired an SMG, you can add "smartgun" accessories that make it easier for you to stay on target.

Get a Job, Chummer!

Your name is Joshua. You're in Seattle, poking into the circumstances surrounding your brother's death. You can drop into the game as one of three characters: a samurai (guns 'n weapons, chum), a decker (with a data jack wired to your skull for mainline hacking), or a Gator shaman (able to use earth's magic). Problem is, you have no Nuyen (money, frag-face!), no equipment to speak of, and no rep. You are — in a word — drek.



Cyberware is implanted in your skin and gives you advantages in strength, speed, and defensive protection.

So what do you do? Get a job. That means becoming a Shadowrunner: someone who lives in the cracks, taking on the dangerous jobs nobody else will touch.



Stark was your brother's best friend. Help him out of a tight spot and you'll have a runner who would die to help you in return.

You get runs from nefarious characters knows as Johnsons. You'll find them...and potential allies in the form of characters for hire...in restaurants and taverns scattered throughout the game.



As you gain a rep, more devilish creatures—like hellhounds and vampires—will take an interest in you. Return their interest with lead.

HOT HINTS

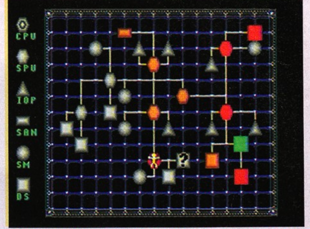
- ✔ Don't fall for the old "frag grenades for sale in the alley" trick. Lonestar uses it as a setup.
- ✔ When all else fails, a frag grenade makes a good skeleton key.
- ✔ Make your first financial priority to get Michael's stuff out of hock. Then get better weapons and armor.
- ✔ Buy an Electronics Kit in the Puyallup Barrens Crime Mall. It increases your electronics skill, and it's also much cheaper than a real magkey.
- ✔ Stay out of the real shadows until you have enough strength, skill, and firepower to be a survivor.
- ✔ Pay Gunderson his thousand Nuyen to get his contact, especially if you want to make it as a decker.
- ✔ Don't try to Sleaze your way into Data Store nodes. You might get in, but you won't be able to skim data.
- ✔ Got data to sell? Go to Seattle.
- ✔ Be a good Samaritan. It pays off more often than not.

Runs range from simple package delivery and bodyguarding to corporate extractions and complex data fixing. Runs earn you Nuyen...providing you don't get wasted or ripped-off. Nuyen gets you better weapons, armor, spells, cyberware, and contacts. And a string of good runs gets you a better rep. Which gets you more Nuyen per run, which gets you access to contacts and connections.

It's a long way from the cracks of the street to the ultracool echelons of decker cowboys and streetwise samurais. Getting there is megafun. And if you can find ways to run scams on the side, that's OK too.

Cruising the Matrix

Data is power. It's also worth big Nuyen. Sooner or later, you're gonna have to tap into the Matrix and crash someone's...or some corporation's...CPU. Before you do it you need a data jack (unless you're already a decker). And you need a cyberdeck — a terminal to the Matrix. Don't worry. One will find its way into your hands soon enough. All you need is the software to run it.



This is the map view of the Matrix. Data is stored in square DS nodes. Triangular and round nodes control other functions—usually. Hexagonal nodes are CPUs and sub CPUs. Beat the ICE (Intrusion Countermeasures) on a CPU, and you can control the system for as long as it takes for you to make your run and heist additional data!



Matrix running occurs in first-person. Be sure you have the right utilities loaded before you hit the nodes. Things can get pretty tense when Black ICE frags your attack utility.



When masking succeeds, the true identity of the ICE is revealed.

Sonic Goes For the Gold



The Inside Scoop on Going Super Sonic

24-Karat Sonic

First things first. Who is Super Sonic? A nearly unconquerable hedgehog with a seriously protective coat. To become the golden wonder, collect all seven Emeralds and 50 rings. (We said you had to be good.) Then jump in the air and tap any button once. Voilà: instant invincibility and a suit of gold!

Have a blast. Collide with cannons, spring onto spikes, and fly through piranhas, all without repercussion. But make good use of your powers. You can pick up rings and points a lot faster when you don't have to worry about getting zapped. Your golden armor comes in especially handy against Robotnik himself.

Of course, Super Sonic still faces some challenges. Like his blue buddy, he must time his underwater adventures carefully, and he must avoid getting squished by moving platforms. And Super Sonic reverts to his blue state when his ring count reaches zero, so keep collecting more at breakneck speed. With your incredible resistance to damage, you want to stay golden as long as you can!



Don't waste time exploring. Use your temporary invincibility to blow up the bad egg's gadget.



To become Super Sonic, collect all seven Emeralds.



Then collect 50 rings (if you don't have them already), jump, and press any button.



Super Sonic packs some awesome power, but he hasn't grown gills. Don't dawdle underwater.



Dive at pesky enemies without worrying about timing or counterattacks.



Yep, that's Super Sonic that you see crash-landing on Angel Island.



Dance a jig on the spikes.



Ta-da! Super Sonic!

OVERVIEW

We've shown you the ins and outs of Sega's *Sonic 3* for the Genesis. We've given you tips, maps, and hints on dealing with Knuckles the Echidna. If you've taken all our advice to heart, you must be pretty awesome at this game. Now see if you're good enough to become Super Sonic.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3- or 6-Button**

Rated by V.R.C. GA Appropriate for all audiences. General Audiences

SUPER SONIC TRICKS

- ✔ Collecting rings at double speed, since he doesn't need to worry about running over spikes or into enemies.
- ✔ Destroying Robotnik contraptions in two seconds.
- ✔ Racking up megapoints by going after any and every enemy.
- ✔ Glowing in the dark.


LOONEY TUNES
SEGA™
238,900 miles
TAZ
IN ESCAPE FROM MARS
Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!
GA
Sega, Genesis and Game Gear are trademarks of SEGA. LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros., ©1994. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. All rights reserved.

Next Level? Nope, Next Generation!

Locate the crystals to advance past the Stone Portal.

24th-Century Space Adventure

You're in a race with the Romulans to find the IFD, a device of incomparable power. But before you can even think about laying your hands on it, you must complete a series of awayteam missions that test your gaming skill, puzzle-solving ability, and role-playing smarts. For each mission, you can choose up to four characters from an initial roster of 19. Assess each character's traits and abilities carefully, then match your line-up to your mission, whether it's rescuing a captured ship, excavating trapped miners, or searching for a Ferengi trader with a Romulan secret.

AWAYTEAM HINTS

- ✔ For perilous sections of awayteam missions, use redshirts. If Captain Picard or any of the Senior Officers, are hurt or injured, you lose the game.
- ✔ Split up to cover more ground when searching for clues.
- ✔ In the Mine, collect pellentium and ravarium to avoid a second mission there later in the game.
- ✔ Not all the machinery aboard the Derelict Ship has a function.

Ice World

Divide your party to find the passkeys scattered throughout the level. Keep your phaser ready: Pesky drones and fearsome snow beasts roam the halls. After you've grabbed the passkeys, use them to cross the acidic river. The Shard of Strength lies ahead. Find it, and you're on your way to victory.



Beware the grasp of the snow beast.

To activate the bridge switch, you must find the passkeys.



The bridge-activation switch is a little rusty. Only someone with great strength can operate it.



OVER

Energize your Genesis with *GENERATION. Sega Visions* this stellar one-player RPG/ take you even deeper into look at several awayteam action really heats up.

PUBLISHER: **Sega**

CONTROLLER: **3-Button**

Search the Bazaar for clues to the whereabouts of the elusive Ferengi trader Daimon Radny.

TREK
ENERATION®
ES FROM THE PAST™

VIEW

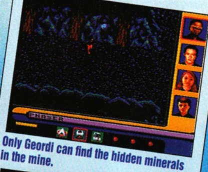
Sega's ***STAR TREK: THE NEXT*** gave you the early scoop on Adventure. This issue we the game with an inside missions. This is where the

PLAYERS: **1**

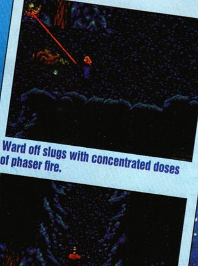


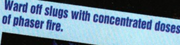
The Mine

Miners are trapped deep within the tunnels of Gamma Orientis IIIB. Rescue them, if you can. Deadly slugs and runaway mine cars could well stop you, if the baffling terrain doesn't. Map the levels, or you could easily spend hours roaming through the caverns in vain. And keep moving, or the slugs will overwhelm you. One final word of advice: If your character's health meter is low, beam back for a replacement. You can't afford to lose any crew members here.

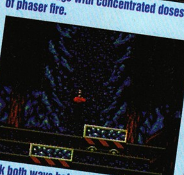


Only Geordi can find the hidden minerals in the mine.





Ward off slugs with concentrated doses of phaser fire.



Look both ways before crossing the tracks. A hit from a mine cart can be hazardous to your health.

Derelict Ship

A derelict ship has become trapped in a decaying orbit, and you must get the computer back on-line and restore power to the engines. Find the optical circuits and hook up the other pieces of machinery spread throughout the ship — you'll have to experiment to determine which items fit where. Flip the power switch to complete the mission. Your reward? Some crucial information on the IFD.



Use Data's night vision to find the power conduits that will restore emergency power to the engines.



Arrange the optical circuits on the grid to bring the ship's computer back up.



Destroy the replicating devices to stop the flow of patrol robots.



Match the symbols on the gas canisters with the symbols above the pipes.

Urban Warfare, Round Three





These three bosses like to disappear. Move around when they're gone so they can't find you when they reappear.

Takin' It to The Streets

The city officials are acting real weird. Bombs are mysteriously detonating all over the city. Axel, Blaze, Skate, and the new guy Zan don't need to look far to know who's behind everything. With your help, they're gonna clean up the streets and get to the bottom of all this evil business.



Zan is definitely not someone you'd want to run into on a rainy day.

And it ain't gonna be pretty. Whether you use Axel's Dragon Smash, Blaze's vicious Wind Blast, or Skate's Dynamite Head Butt, the crews' signature moves still wreak devastating damage. But if it's new moves you're after, meet Zan, the cyborg man. He's here to help the crew figure out what's goin' down and slam a few heads in the process. He also likes to give his enemies a jolt. Zan has pretty good range, and his punching ability alone is powerful enough to make any street punk spit teeth.



The train comes along every five to ten seconds. When the tracks start to shake, take off or be flattened!

"Why kick back when you can kick butt with the Sega Activator!"

If you need some practice before you take on the bad guys, or if you just feel like beating up on your pals, try Battle Mode. You can duke it out or just learn your moves with any two fighters, in almost any level of the game. Blaze vs. Zan or Axel vs. Skate...who do you think would win?



OVERVIEW

***Streets of Rage* for the Genesis was one of Sega's original blockbusters. Now the gang is back in a third all-new cart crammed full of fighting action, and they've got new allies and new enemies all over the city. One or two players can take on *Streets of Rage 3* with three- or six-button controllers. But why kick back when you can kick butt with the Sega Activator!**

PUBLISHER: **Sega** PLAYERS: **1 or 2**

CONTROLLER: **3- or 6-Button, Activator (recommended)**

MA-13





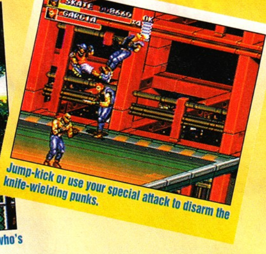
Blaze owns one of the most devastating combos in the game. She can throw an enemy, fire a Wind Blast, and finish off her foe with her Blitz attack.



Use the materials around you to ward off attackers. Try your special attack with weapons for a surprise move.



It's Battle Mode time. Who'll win? Sheer strength or the lady who's Beauty and the Beast rolled into one?



Jump-kick or use your special attack to disarm the knife-wielding punks.

Stay away from ledges, but have fun throwing and kicking your enemies over them!

Let the bulldozer approach, punch it, turn, and special-attack the wall. Blitz-attack the wall, turn, punch the bulldozer, and repeat. Got that?

Streets of Rage 3



Who's the guy with the tail?



Never backward-body-slam the Fat Boys. When they fall they'll inflict damage on you.

HOT HINTS

- ✔ When you reach a hallway that's blocked by ninjas and a closed door, defeat all the enemies. Then stand to the left of the door and special-attack to enter a hidden room full of power-ups.
- ✔ Your character's throw move is the most damaging attack that doesn't sap your power supply.
- ✔ For every 40,000 points you earn without dying, your character earns a star. If you earn three stars, your Blitz attack becomes more awesome than ever.
- ✔ You'll find some surprises when you use the X, Y, and Z buttons of a six-button controller.
- ✔ If your special-attack meter isn't full, you take damage when you use the attack.
- ✔ Check for goodies behind each box in the first level.
- ✔ If you leave your food uncovered for too long, that punk you're beating up will take it for himself.

Arcade Fighting Comes Home!

Hail the Conquering Hero

Who's the greatest fighter of all time? A leading scientist wants to know. He wants the answer so badly that he dedicates himself to building a time machine and collecting the eight greatest fighters from the past and the future to find out. All the fighters come from different areas of the world and have their own fighting style. You get to choose from Hanzou and Fuuma, two Japanese fighters from divergent ninja clans; Dragon, a Chinese martial artist; Janne, a female fencer from France; J. Carn, a Mongolian warrior chieftan; Muscle Power, a blond US wrestler; Brocken, a German cyborg soldier; and Rasputin, a Russian mage warrior. Only one fighter will survive to become *the* World Hero.



You choose your fighter at the Player Select screen. You and a second player can select the same fighter for evenly matched action.

Muscle Power does a variety of throws when you hit Button C. Here we see him doing the Tornado Breaker.

Amperage, Flame, And Spikes

If fighting against an opponent just ain't enough for you, yon Fighting game master, try the Death Match mode for a little extra spark. These play fields make it slightly more difficult to stay out of harm's way. When you choose Death Match, you and your opponent enter one of three rings, each embedded with something to cause more trauma. You could find yourself fighting surrounded by furious flames or electricity where the ropes used to be, or avoiding some rather pointed spikes at either end of the background. What more could a fanatical fighter want?

Unleash Hanzou's Dragon Wave by moving your D-Button Toward/Down Diagonal, Down, Away/Down Diagonal, Away, Away/Up Diagonal, and hit Button B.



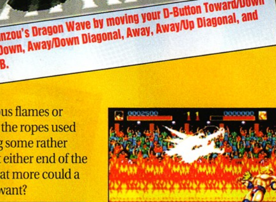
Do J. Carn's Shoulder Ram by moving the D-Button Away, and then Toward with Button A.



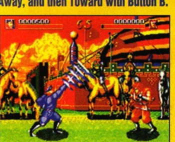
Toss Fuuma's Shiriken by moving the D-Button Down, and then Toward with Button A.



Go for serious fists of fury with Dragon's Hammer Flurry by pressing Button A quickly and repeatedly.



Catch leaping enemies with Dragon's Fire Dragon Kick. Move your D-Button Away, and then Toward with Button B.



Blast your opponent with Brocken's Hurricane Arm by moving your D-Button Down, Toward, then Down/Toward Diagonal with Button A.

OVERVIEW

A fest of fists and feet of fury for fanatical fighting fans (phew)! Big arcade fighting hits the Genesis with *World Heroes* from Sega. This one- or two-player blockbuster hit explodes with action and special moves. It has all the fighters of the arcade version, all the levels, and even the choice of Normal and Death Match modes. Add voice, terrific backgrounds, bonus rounds, and the spectacular morphing final boss, Geegus, and all you need is a towel to wipe off the sweat.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**

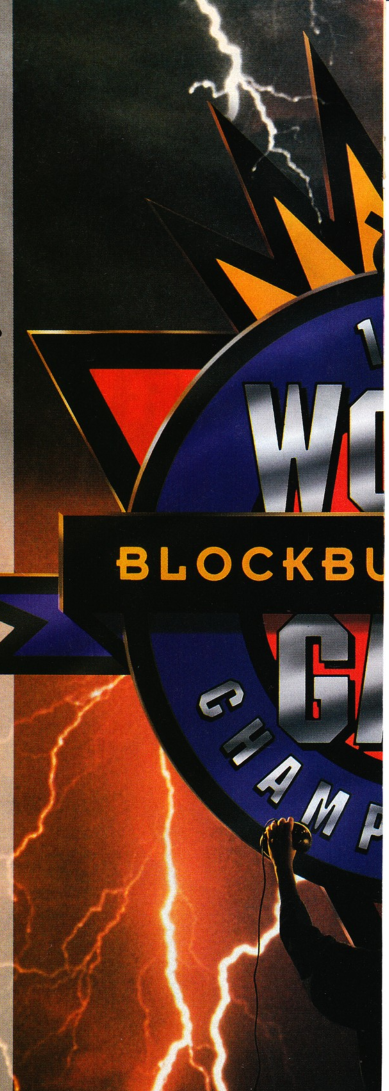
MA-13

HOT HINTS

- ✓ Any time your opponent gets too close on an attack, give 'em some air time with a throw by hitting Button C.
- ✓ Use airborne attacks against a jumping enemy — like Hanzou's Dragon Wave or Dragon's Fire Dragon Kick.
- ✓ Try to keep the more talented close-in fighters, like Muscle Power and Rasputin, at a distance.
- ✓ Stay away from the edges in the Death Matches.
- ✓ Time your use of projectile-style special moves so that you launch another just as your opponent is recovering from the first one.


To do Fuuma's Blade Whirlwind, move your D-Button Toward, Away/Down Diagonal, Toward/Down Diagonal, and hit Button A.
Offer up the big blast by doing Janne's Flash Sword. Move your D-Button Down, then Up, and hit Button B.
WORLD HEROES™
Who said that a robe can't be a weapon? Prove 'em wrong by doing Rasputin's Fury Spin. Move your D-Button Down, Down/Away Diagonal, Away, and press Button B.

You beat your brother. You beat your brother's friends. You beat your cousins. And their friends. You beat that one guy, Brad, who said he couldn't be beat. And you beat them all bad.





Are you ready to beat the world?

Get to your local BLOCKBUSTER VIDEO® store and sign up by June 15th. And take on the world.













A Tiger by The Tail





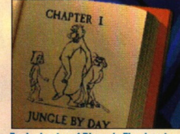
Bagheera found Mowgli washed up in a little boat. He brought the man cub to the wolves, who raised him as one of their own. Even in the jungle, life goes on.

Mowgli's Long Way Home

You play as Mowgli, the man cub. After being found as a baby in a basket by Bagheera, the black panther, you were raised by wolves and grew up to be as comfortable in the jungle as any animal. But now danger — in the form of the man-eating tiger Shere Khan — has returned to the jungle. Your animal friends have decided that the safest thing for you to do is go to the village of men and take up life as a human.

Baloo is always your buddy. Though you fight him elsewhere, here he'll give you a hand...or belly... across the river.

Of course, Shere Khan knows there is a man cub in the jungle. And he's more than just a little hungry. So before you can get to the village of men, you'll have to deal with Shere Khan. But on the way to bearding the tiger, other dangers lurk as well. Kaa the snake, who can hypnotize with his beady eyes and crush just about anything with his powerful coils. The big ape King Louie, who wants nothing more than to be human and is looking for Mowgli for the means to his end. Not to mention hundreds of monkeys, hedgehogs (but not Sonic!), warthogs, and even swarms of bees, who don't exactly consider Mowgli their best friend.



Each chapter of Disney's The Jungle Book is previewed by a chapter page from the book, complete with depictions of original Jungle Book art.

But as the quintessential jungle kid, you have some very nifty tricks up your — ah — sleeve. You can fast-ball a banana that would make Nolan Ryan jealous. Take to the treetops to swing, climb, and hang on vines. Jump and leap with the agility of any monkey. And your britches even act as a parachute should you take a fall.

Disney's The Jungle Book may have a children's theme, but it's no kid title. As with most good games, the play is easy to learn but difficult to master. Bonus items like fruit or pause-flag elephants are pretty easy to find. Get a compass and you'll always know the direction to the exit. Weapon power-ups like boomerang bananas are more

The Jungle Book





Look to the Dawn Patrol to give you a hand across the jungle floor.



Lions and tigers and...snakes! Oh Boy! Banana time. Use coiled, sleeping snakes for a leg up in the jungle.

Find your friend Bagheera for some sleepytime advice on what you must do to complete the level.

difficult to find. And you'll have to explore thoroughly to find all the gems and one-ups. Collect enough gems, and you can go into a bonus round.



King Louie has a thing against man cubs. You'll have the opportunity to grab some nifty power-ups that rain on down along with King Louie's ammunition.

The game options are well thought out, with configurable buttons, three difficulty levels, and even a "bare necessities" feature that gives you pointers in a nutshell.

The graphics and animation were designed with the same digicel techniques used to create the Genesis classic *Disney's Aladdin.* Long-time *Disney's The Jungle Book* fans will recognize the soundtrack as well as the accurately depicted cast and critters. If you thought *Disney's Aladdin* was the greatest thing since stolen bread, try this new Genesis classic.

Continued on page 70

HOT HINTS

- ✔ Smack a monkey with a banana and it will fall out of the tree. Be ready to hurl fruit like mad to finish off the monkey before he takes energy from you.
- ✔ If Mowgli takes a fall, his loincloth will catch air. You can try to make a saving swing to hard ground by steering him with the D-Button as he falls.

OVERVIEW

If you loved *Disney's Aladdin,* here's a brand-new one-player game with the same magical animation, graphics, and musical scores, along with all the action and exciting play that good gamers crave. All the bare necessities are here, and much, much more. You all know *Disney's The Jungle Book.* The *Sega Visions* editors read this childhood classic as they grew up, and stuffed their faces with untold amounts of popcorn watching the animated Disney adventure. *Disney's The Jungle Book* is the story of Mowgli, a child abandoned in the jungle and raised by wolves, and his adventures on the way to the village of men. Now you can live the adventure on your Genesis. There's a world of fun in *Disney's The Jungle Book* by Virgin Interactive Entertainment.

PUBLISHER: **Virgin Interactive Entertainment** PLAYERS: **1**

CONTROLLER: **3-Button**



Jungle Friends and Enemies

Bagheera the Panther



Bagheera is Mowgli's friend and guardian. He found the man cub. Look to him during the game for advice.

Kaa the Snake



Kaa would like nothing more than to drop a few coils around Mowgli and give him a long, very tight hug.

Baloo the Bear

Baloo knows the "bare necessities" of survival as a man. He is one of the most loved Disney characters.

King Louie



This big ape is jealous of your position on the evolutionary ladder. He really wants to be like you!

Colonel Hathi

The leader of the Dawn Patrol elephants and another of Mowgli's jungle friends.

Shere Khan



The most dangerous creature in the jungle. He's been called a man-eater. And he certainly wants to invite Mowgli to dinner!

The First Adventure Map

Jungle by Day



Baloo thinks one of his jobs is to teach you to fight like a man. Show him how it's done with well-aimed bananas. But don't let the turtles give you a dunking.

This is where Mowgli begins his adventure. The challenge is to find all the gems. To do it you must climb, swing on vines, and dodge coconut-hurling monkeys and other nasty jungle critters. This is where the fun starts.



The Jungle Book





Science and physics or just plain jungle fun? Jump on this teeter-totter to reach high places.

PRACTICE :
COLLECT 8 TO COMPLETE LEVEL.
COLLECT 15 FOR BONUS LEVEL.
NORMAL :
COLLECT 10 TO COMPLETE LEVEL.
COLLECT 15 FOR BONUS LEVEL.
DIFFICULT :
COLLECT 12 TO COMPLETE LEVEL.
COLLECT 15 FOR BONUS LEVEL.
EXIT

Look to the game menu for an option called the "Bare Necessities." It tells you what you need to do to beat each round, in addition to taking on the bosses.



1. A Bunch o' Bananas
2. Double-Power Banana
3. Boomerang Banana
4. Pea Shooter
5. Mask of Invulnerability
6. Bagheera
7. Gems
8. Bonus Fruit
9. Extra Life
10. Compass
11. Continue
12. Timer
13. Heart

One too many hits, and Mowgli gets wobbly on his feet. The rescue team may pick him up, but he loses a life in the process.

Mowgli at Work, Mowgli at Play

Being a jungle boy isn't always fun and games, but it is always a lot of fun. Here are just a few glimpses of Mowgli's antics.

Full Metal Madness

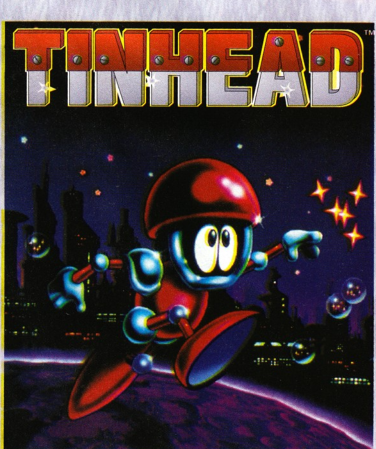
Tinhead Takes You on a Manic Mission to Save the Stars



Try different paths through each stage to find the Lucky Star.

Greedy Goblin Gambles Galaxy

Grim Squidge has stolen all the stars from the sky and trapped them in crystal globes. For laughs, he's, scattered them across four nearby worlds. If the stars aren't returned to their proper places in the sky, a massive cosmic void will swallow the galaxy. Enter our hero, Tinhead. Hearing a distress call, he battles Grim on four worlds with wild alien landscapes. The Crystal World is a geometric place full of crystalline lifeforms and toxic waste. Space Port is built entirely of marble and bizarre bronze piping, and it's populated by an army of robotic creatures. The Star Hulk is an abandoned ruin of a rusting metallic planet with twisted girders and mutants running amok. Inctec Planet is full of pyramids and crazed reptiles.



Gadgets, Hidden Rooms, and Star Search

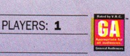
Each of *Tinhead*'s stages has bunches of wild and wondrous gadgets scattered across the landscape to help you find hidden rooms, collect bonuses, find your Lucky Star, and locate the exits. Ride escalators, sail skyward on currents of air from massive fans, bounce on trampolines, use magnets to stick to the ceilings, launch yourself from catapults, and use your vehicles to accomplish your objectives. Use your Bounce Blaster cannon to shred your way through the opposition. Restore the stars by wending your way through each mazelike stage.

OVERVIEW

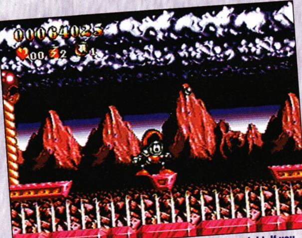
Up for some galactic pest control across four wild worlds with a friendly little metal-head? *Tinhead* for the Genesis from Spectrum HoloByte takes you on a one-player alien-ridding journey through 24 stages. Collecting crystal globes, power-ups, and add-on vehicles while extinguishing weird alien creatures, you bounce, shoot, and search your way across the edge of the galaxy. This password-save Action/Puzzle game pits Tinhead against a mad, extraterrestrial goblin in a quest to restore all the stars to the sky. Nothing major, huh?

PUBLISHER: **Spectrum HoloByte** PLAYERS: **1**

CONTROLLER: **3-Button**



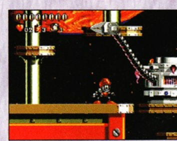

Enclosure: At the end of each World you meet its Guardian. This is the Crystal World boss. Avoid his shots and wail on him.



This would be a good time to Pause and look to the right. If you move forward and get hit by a Baddie, you are liable to get spiked.



Search carefully to find hidden areas throughout all the stages, as they often contain the better Goodies.



Here's the Guardian of Space Port. Take him out.

Important Items

Batteries



You start out with three Batteries (you can be hit four times before exploding). Collect Batteries to a max of five. Each time you take a hit, you lose one.

Sparks



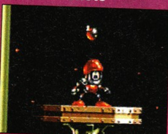
When you pick up this goodie, Tinhead's Battery charge automatically goes to it's max of five.

Hearts



Get one of these hard-to-find Hearts and you increase your available lives by one. Search for 'em!

Shots



Tinhead gets only one Shot at the outset. Each Shot Globe collected gives him one, two, or three more Shots, to a maximum of five. The number of Shots he has determines the number of Shots that can be onscreen at a time.

Vehicles

Hyper-Hopper



Bounce to serious new heights on the Hyper-Hopper. This Vehicle helps you get to new areas. You can shoot while bouncing, but take a hit and you lose the Hopper.

Gyrocopter





The Gyrocopter is the best of the various Vehicles. You can control it easily and hover or fly at will. The only rub here is that you cannot shoot while 'coptering — instead you must use the blades close in to attack Baddies.

Unicycle

Speed is the key to the Unicycle. You can really boogie on this bike. Jumping is no higher than before, but as a result of the speed you can get much more distance. You can still shoot while wheeling about.

Rocket Pack



Jet your way through the stage with this Rocket Pack. Pushing the Jump Button adds height. Shoot while jetting, but be careful as this Vehicle can be tough to control.

HOT HINTS

- ✔ You can jump higher by holding the Jump Button longer. In some areas shorter duration jumps will keep you safe.
- ✔ Learn to use Tinhead's directional shot to take out the Baddies without putting the little metal-head in harm's way.
- ✔ When Paused, you can use the D-Button to scroll the screen in any direction. Do this to avoid obstacles in new regions.
- ✔ You are not on a timer. Be patient and collect everything in sight.
- ✔ Tinhead can't reach some places and items without the use of vehicles. Avoid getting hit and losing the vehicle before you check out those areas.
- ✔ Goodies are always in the same place. As you learn a region, skip collecting items you don't yet need. Go back and get them when they will do you the most good.



You need the Lucky Star to get out each exit.



Each time you open a Metallic Orb and find a Question Mark, you'll be transported to a secret Bonus Round. Every round is different...but in short collect all the items and exit before time runs out.

Wondering what to do with those pokey old one-color portables?

Enter the Sega Save the P



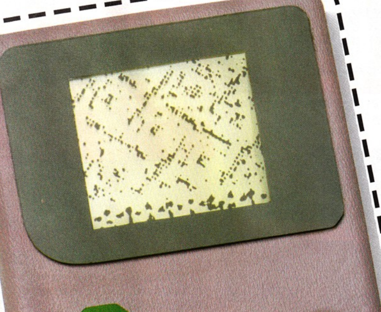
Just Come Up With a Good Way To Recycle Your Old Monochrome Portable!

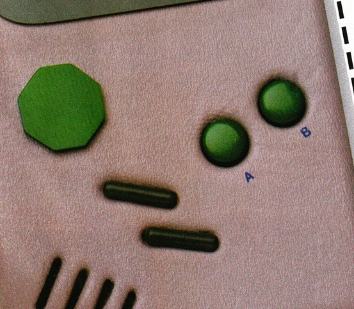
At *Sega Visions,* we're alarmed to learn that many people are throwing away those old one-color portables. As if our landfills weren't already overcrowded. Just because these outdated toys can't play any really good game titles doesn't mean they're useless. Maybe you could use one for a nightlight. Or throw away all the ancient electronic stuff from the inside and turn it into a really tiny aquarium. Or maybe you could glue a couple on to the bottom of your shoes and tell everybody they're authentic platform pumps from the seventies.

Send us a photo or a drawing of your ideas for recycling these monochrome gizmos and you might win big! If you've already dumped yours, no probs. Just clip out the picture on this page and let your imagination run wild.

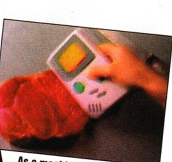


They make excellent cat massagers.





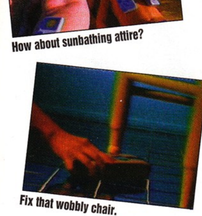
(Cut along dotted line.)



It works better on cheddar.



How about sunbathing attire?



Fix that wobbly chair.



OK — so it really belongs here. But be a hero. Save the planet. Recycle.

Visions lanet Contest

And Here's What You Could Win:





GRAND PRIZE
A Sega Game Gear Sports Pack, a Game Gear Game Genie, and a Sega Visions T-shirt.

FIRST PRIZE
A Game Gear Core System, a Game Gear Game Genie, the Game Gear title of your choice, and a Sega Visions T-shirt.

SECOND PRIZE
A Deluxe Carry-All for Game Gear, the Game Gear title of your choice, and a Sega Visions T-shirt.

THIRD PRIZE
The Game Gear title of your choice and a Sega Visions T-Shirt.

HONORABLE MENTION
A Sega Visions T-Shirt.

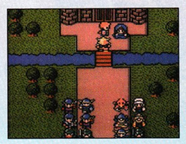
Get a Game Gear! Get a Life!

Only Game Gear gives you more than 150 great, full-color portable adventures! Game Gear owners enjoy great Action, Sports, and Puzzle games — anywhere they feel like playing. Now you can even get full-fledged RPGs like *Shining Force: The Sword of Hajaya,* fast-action Driving games like *GP Rider,* and high-stakes card games from the *Poker Face Paul* series. Look at all the great Game Gear titles in this issue and ask yourself why anybody would settle for portable games the color of radioactive puke!









OK, HERE ARE THE RULES, SO LISTEN UP!

1. No purchase necessary. Save your money for college. Contest is void where prohibited.

2. To enter, please fill out the official entry form below (or provide the same info on a 3-by-5 card — PRINT NICE, PENMANSHIP COUNTS!!! — No, just kidding, but print nice anyway, OK?); bundle it up with your photo, drawing, or other masterpiece; and zip it off to this address:

   Sega Visions
   Save the Planet Contest
   P.O. Box 3899
   Redwood City, CA 94064

3. All entries must be postmarked by August 30, 1994. No mechanically reproduced entry forms will be accepted. Enter as often as you like, but mail each entry separately. That means in separate envelopes, not on separate occasions. Duh. Sega Visions is not responsible for lost, late, misdirected, or stolen entries. Hey, we have no clout at the post office. Oh yeah, mutilated or illegible entries will be disqualified.

4. The prizes for each of the five winners will be as stated on this page. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.

5. The five winners will be selected by the editors of Sega Visions. The decision of the editors is final. No, we can't be bribed. Winners will be announced in the October/November issue of Sega Visions. By signing the entry form, you grant Sega Visions the right to reproduce your winning entry. All entries become the property of Sega Visions and cannot be returned. Winners may also be required to sign an affidavit of eligibility and requested to sign a publicity release prior to publication of the winning entries in Sega Visions.

6. This contest is open to all residents of the US and Puerto Rico except employees of Sega of America or any of its affiliates and their immediate families.

OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or a 3-by-5 card) and mail it stapled to your photo or artwork to Sega Visions, Save the Planet Contest, P.O. Box 3899, Redwood City, CA 94064.

Name ______________________________
Address ______________________________
City ____________________ **State** ________ **Zip** ________
Phone (____) ______________
Sex ____________________ **Age** ____________________



The Gaul of the Roman Empire

Asterix & Obelix

Unleashed on Game Gear

Asterix vs. The Empire

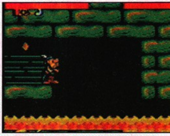
It's 50 B.C., and the Romans have conquered all of Gaul except for your village. What's a loyal countryman to do? Quite a bit, as it turns out. As you progress through *Asterix*'s 30 incredibly diverse levels, you must punch out imperial sentries, ascend invisible stairs, hitch rides on jellyfish, discover the catapult, and stay clear of Romans bearing gifts, among many other things. Four magic potions that you find along the way can help you out, but you have to know when to use them. And you usually have to fight off an enemy or two just to reach the potions.



Even a tiny rabbit can inflict damage. No, you shouldn't try to punch it.



Lob fire-bombs at the first boss.



Time the ebb and flow of the lava tide before proceeding here.



Hop on this button to raise a barrier.

Of course, one man can hardly be expected to conquer Rome on his own — especially such a tiny guy. That's where Asterix's bottom-heavy sidekick, Obelix, comes into play. His talents are moving heavy objects and smashing barriers to bits. You have to play as both characters to win the game, and it's up to you to decide when to switch from one to the other. Think size.



In the aqueducts, you sometimes have to fight the current.



And sometimes you just have to go with the flow.

Even with two heroes, this game is extremely tough. You'll be grateful for the password that you get after completing each level — and for the option to play on Easy mode.

Rome Wasn't Leveled in a Day

A word to the wise: When in doubt, wait. Take a moment to sniff out enemies in your path, especially those that appear and disappear at intervals. Before moving to a lower level, for example, wait for an arrow to fly by, then jump and run for it before another arrow is shot. And before trying to overtake that dangerous bunny, get a feel for its scampering range. Remember, there's no time limit, and taking an unnecessary hit is positively Gauling.

HOT HINTS

- ✔ If you come up against a barrier, search for a key to grab or a pad to jump on.
- ✔ Don't linger on the clouds. They dissolve quickly.
- ✔ Always watch out for spikes overhead and underfoot. Sometimes they recede and reemerge.
- ✔ Some platforms disappear or fall, but they always come back if you walk away and then return.
- ✔ Snag every potion. None of them will poison you.
- ✔ Banging your head on a ceiling doesn't count as a hit, but it can slam you out of control on the way down.
- ✔ You can't fire-bomb small animals.
- ✔ Vanquished enemies stay that way if you retrace your steps.
- ✔ Watch the demo of Level 2 at the front end of the game for more strategy tips.

OVERVIEW

Will Rome never fall? First *Asterix* took the Empire by storm on the Genesis. Now the pintsize warrior battles imperialism on the Game Gear in *Asterix and the Great Rescue*, a rollicking one-player Strategy/Adventure game from Sega. And his task couldn't be tougher — *Asterix*'s countless hidden enemies, puzzling pathways, and perilous pits of fire give your wits and your fists a serious workout. It's also mighty entertaining, thanks to the antics of Asterix and friends, the razor-sharp graphics, and a passel of Gallic tunes.

PUBLISHER: **Sega** PLAYERS: **1**

GEAR-TO-GEAR? **No**

GA — Rated by V.R.C. Appropriate for all audiences. General Audiences

Hop a ride on a jellyfish.



If you can't see a way up, maybe the stairs are invisible.

Asterix or Obelix?

So you know that you have to play as both characters to win the game. But which character when? A quick inventory of their talents should help you decide. (To switch characters, press Up and Button 2 at the same time.)



Asterix dodges fire bursts more nimbly than his portly pal.



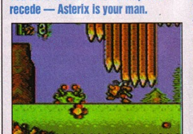
Obelix can pound through blue walls. Hold down Button 2 to wind up his swing, then release.



You have to dash when the spikes recede — Asterix is your man.



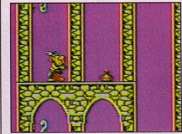
You need Obelix's brawn to move these barrels.



Asterix can squeeze himself down to size when the ceiling is low.



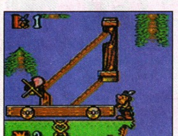
Obelix has the brute force to roll the steel ball.



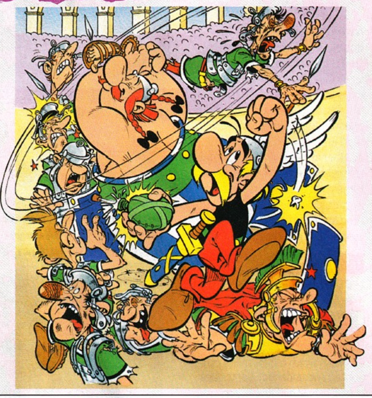
Only Asterix can use potions.

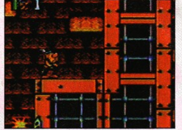


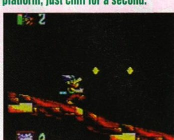
When in doubt, play as Asterix. You never know when you'll need to break into a run.


Take a ride on the catapult.


Hop on this pad to construct a platform over the pool of fire.




If you reach this point but don't see the platform, just chill for a second.


Diamonds are a Gaul's best friend.

Continued on page 80

Tiptoe Through the Tulips

To help you get deeper into Level 3, we're giving you a guided tour of the first sublevel. Just two more tips: make use of all the plant life in this forest, and collect all the potions. You don't need them to get out of the woods, but they'll come in handy later.


Use the blue flower as a stepping stone. Be careful— it sinks when you land on it. Then hop up the cliff.


Jump here for some flower power.


The third flower holds a double dose of fire bomb potion.

But you don't need that fire bomb here —an uppercut takes care of the guard.

A blue wall! Bring on the big guy.

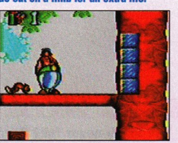

Spring from cloud to flower to cloud, pocketing diamonds along the way.


Knock out this woodpecker before you descend to the next branch. He's throwing arrows down there!


Another fire bomb potion awaits you. Watch your step to the left.


Hike up the invisible stairway.


Go out on a limb for an extra life.


Summon you-know-who to knock down the wall and pick up the diamonds behind it.


Leap over the killer bunny to grab the end-of-level potion. You're home free.



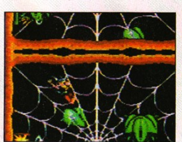
DON'T JUST SIT THERE
GAME GEAR
Aladdin
SEGA
GA
GAME GEAR
SEGA
START
Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.
SEGA
Disney's Aladdin
Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.
It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.
He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)
SEGA™
GAMEGEAR
GA
Also available on Genesis™
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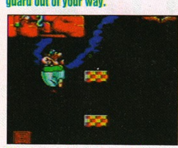

Give this seahorse an uppercut.


Sometimes you have to search high and low to find a potion.




Go left to get the key as your first move in the game. And punch that snooty guard out of your way.


Bounce off plants trapped in the spider webs, but don't dally — they shift under your weight.


Watch your step on these platforms — they're anything but stable.


Show those sentries no respect.

Drink Me

Magic potions are essential to your progress. They let you take shortcuts, evade some enemies, and knock out others. Your inventory can hold three doses of each potion at a time. If you waste those fire bombs or clouds, just retrace your steps and pick up another triple dose.


Hop on a cloud for a lift.

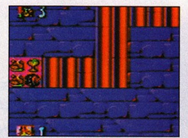

Hurl a fireball to take out any guard not within punching distance.


The camouflage potion wraps you up in ivy so you can sneak past this ghostly palace guard.


One shot of the floating potion gives you more of a boost than the same dose of cloud potion.

Other Power-Ups

The Mega power-up lets you jump in big bursts and also protects you against fire. Drink from the chalice to restore your health completely, chow down on a turkey to recover from one damage hit, and grab a heart for an extra life. But don't get too excited — the one-ups are few and far between.


Chalice (with Mega and Turkey)

Heart


Turkey


Mega



BLACKJACK
POKER
SOLITAIRE

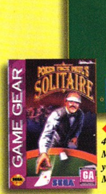
WELCOME TO THE NEXT LEVEL



BLACKJACK ◆
Hit. Stand. Double down. Different rules for each casino. You pick the city. Losing streak in London? Try Vegas. The weather's better anyway.

Poker. Blackjack. Solitaire. Three separate games. They're portable. Realistic. Addictive. Play them. Win big. Or, lose your shirt. And hey, if your luck does run dry, buy a new one. They're cheap, you can do that.

DON'T JUST SIT THERE





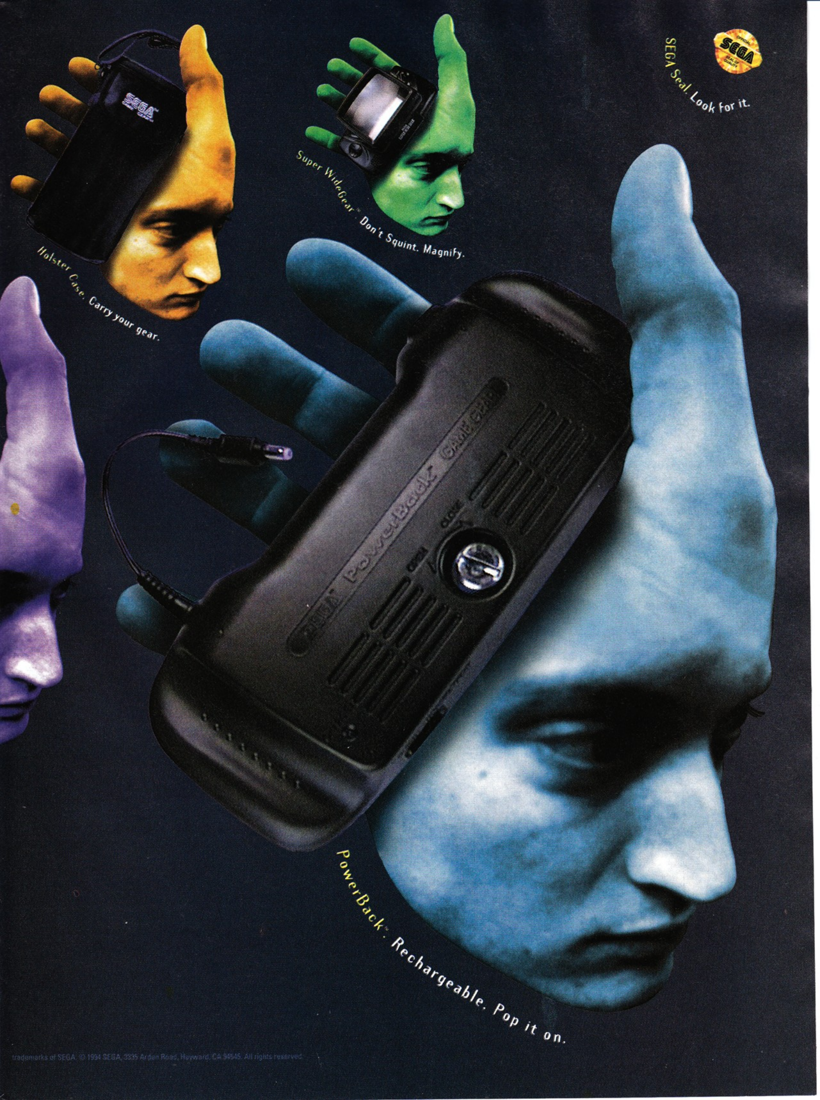
◆ **SOLITAIRE**
4 kinds. Klondike, Calculation, Monte Carlo and Elevens. Just you. Competing against yourself. Makes it easy to be a good loser.



POKER ◆
Play 2 ways. Video poker--you vs. the computer. Or 5-card stud--you try and out bluff 4 computer players. (Try is the key word here.)

SEGA™
GAMEGEAR™


CLEANING GEAR
GAME GEAR
Cleaning Gear™. Works better than your mother.
Car Adaptor. Roadtrip.
AC Adaptor. Plug it in.
Gear-to-Gear™. Two Players. Same Game.
Game Gear. Got one?
if it's not SEGA...you lose
SEGA™ Game Gear™ - Extras.
Sega, Game Gear, PowerBack, Super Wide Gear, Gear-to-Gear and Cleaning Gear are

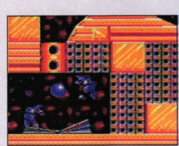

SEGA Seal. Look for it.
Holster Case. Carry your gear.
Super WideGear™. Don't Squint. Magnify.
SEGA
PowerBack
GAME GEAR
OPEN
CLOSE
PowerBack™. Rechargeable. Pop it on.

Hedgehog Pinball on The Go

A Diabolical Contraption

Your mission is straightforward, but it's a challenge: Slam your way through the Veg-O Fortress's Toxic Pools, Lava Powerhouse, and Machine on your way to the showdown with Robotnik. Spin-attack anything and everything while snagging all the rings you can grab. Knock out drop targets to bust open barriers, warp into boss areas, and drain toxic ooze away from precious Power Emeralds. Take some wild rides down chutes, up geyser accelerators, and across dangerously unstable platforms. And don't forget to collect those Emeralds.

Oh, one word of advice. Remember that you're not dealing with any old pinball. All Sonic's trademark moves enter the game play — in addition to spinning like a whirlwind, he runs, jumps, smirks, and grooves to the soundtrack of techno-tunes with his customary flair. So watch out, Robotnik. This ball of velocity has the edge on attitude.


The bellows give you a boost if you fall behind the first flipper in the Lava Powerhouse.


A hedgehog cannonball can hop a free ride in the direction of the arrows.



This pinball's got attitude!



There's more to the bonus rounds than extra rings. These sunken treasure chests contain extra lives, mega-points, and more.


It's hard to follow the arrows with clucks popping out of portholes and steam bursts buffeting you this way and that.


Skydive into Doctor Robotnik's Volcano Veg-O Fortress to save the creatures of Mobius.

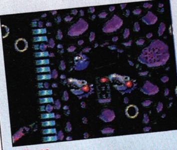

Assess the situation by pressing Up for a higher view. Hmmm...looks worth a leap.


Grab glittering Emeralds to advance to the boss rounds.


Double trouble! Stay on top of this ghoulish pair and bop each one repeatedly.

Free the Animals!

Your robotic enemies are really hapless creatures of Mobius transformed by devious Doc Robotnik. When you bop them on the noggin, you foil the bad doctor by restoring their proper form.


Vultures


Forebot


Cluck


Wasp

OVERVIEW

Desperate for some portable Sonic? The wait is over. The original blue streak slams his way back onto the small screen in all his spiny glory in Sega's *Sonic Spinball* for the Game Gear. This time Robotnik's set up a robot factory in his Volcanic Veg-O Fortress, and Sonic must crash through the elaborate pinball security system to foil his archenemy. Help the world's coolest hedgehog save Mobius from mechanical doom by bouncing off more gears, bumpers, pistons, padlocks, and robotic enemies than any megalomaniac has ever assembled before.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR-TO-GEAR? **No**

GA

The Heart of the Machine

This cruel contraption is the centerpiece of Robotnik's mad scheme. Save the birds from radiation and transformation by attacking the entry chutes — you'll also pick up 10,000 points per tube.

HOT HINTS

- When you've collected half the rings in a Bonus Round Cage, the gate to the next cage opens. Exit the third cage before the clock stops, or you'll forfeit all your Bonus earnings.
- Guide Sonic with the D-Button. Steer hard to the Left or Right when you're falling toward any flippers.
- Stand up and look around when you find yourself on a flat surface. You'll probably discover some treasures or dangers close at hand.
- Press start to see your score.
- Always go for the drop targets first – you might just open exits and close death gutters.
- Pull hooks to activate flippers.

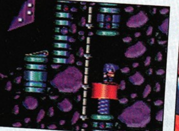
SONIC THE HEDGEHOG SPINBALL™



Don't lose your footing on the platforms. It's a long way down.



The Toxic Pools boss spits out little enemies — steer clear.



Jump on the spring to get out of this tight spot.

A Mean, Green Muscle Machine

Livin' Large

The Incredible Hulk pits you against the minions of the Leader, who seems a little like the Hulk himself: he's ingenious, mutated by gamma rays, and solid green from head to foot. The major difference is that the Leader has his sights set on world domination, and he's assembled a military of mutated thugs to eliminate anyone who gets in his way. To reach the Leader's lair, you must wring robots' necks, ward off trident-wielding Romans, and bash primeval creatures to pieces, all while avoiding a variety of lethal booby traps. But what's really scary is that all the bosses are kind of like you — Tyrannus's IQ rivals your own, Abomination has the same glowing olive complexion, and the other three mirror you in their own sick ways.



Bust open a bouncing kidney for a Gamma capsule in the Brain's fortress.

How can you defeat these twisted versions of yourself? Mutation, of course, is the key. You're awesomely powerful in Super-Hulk form, with special moves like the Sonic Clap and Double Punch. A few hits reduce you to Hulk, plain and simple, and a few more shrink you into Dr. Bruce Banner, a brilliant but not too brawny guy — although he does have a few tricks up his slender sleeve. If you've been taken down to size, you can pick up Mega Gammas and bulk back up to Hulk-Out mode for nearly uncontrollable power.

With all these incarnations at your disposal, what are you waiting for? Take to the screen and tussle with some muscle!



If you can't see a clear path, shatter a pillar or a wall.

THE INCREDIBLE HULK

MARVEL COMICS

Aahhh! You're falling into Tyrannus's labyrinth!

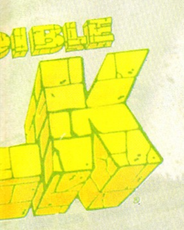
OVERVIEW

First *The Incredible Hulk* exploded onto the Genesis. Now he squeezes his bulk onto your Game Gear, so you can battle the nefarious mutants wherever you go. This one-player Action/Adventure title from U.S. Gold is a hand-to-hand combatant's dream game. The enemies are plentiful, the action is nonstop, and the graphics are eye-popping. You've never seen muscle definition like this!

PUBLISHER: **U.S. Gold** PLAYERS: **1**

GEAR-TO-GEAR? **No**

GA





Hurl a robot into the cesspool for a summary execution.

Bash That Boss!



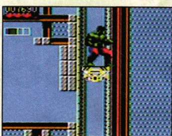
When Rhino charges from the left, jump over him and pummel him relentlessly from the right, or duck and uppercut him when he approaches from either side.



You'll be tempted to pick up the blocks that Tyrannus shakes down, but they'll slow and weigh you down. Stick to unarmed combat here.



Slam it to Absorbing Man while he's in human form.



Don't worry — this elevator has no maximum weight.



Charles Atlas has nothing on this guy. One dose of gamma radiation transforms the diminutive David Banner into a hulking tower of brawn.

Hover Guns track your moves in the Leader's fortress.





Electrical currents run through some of the platforms in the Leader's fortress — time your jumps carefully.



Abomination is green, musclebound, and radiated. Sound like anyone you know?

An Army of Enemies

The Leader knows that the Hulk will never harm a human. That's why he's manufactured this gruesome battalion of genetically engineered bad guys.



Lizards slash you up close and spit acid at you from a distance.



Punch a flying slug — or just get out of the way. Yech.



These robots take several hits. Throttle one by getting close, then pressing Button 1.



Statues of Roman soldiers come to life with 2,000 years' worth of frustration to take out on you.



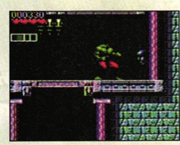
The path to the Brain is littered with smaller brainettes.



One hit, and David Banner's history.



Only David Banner can squeeze into some areas.



Plant one on the kisser of the stone mask to open up an escape route.

HOT HINTS

- ✔ Knock enemies to the floor, then finish them off with an uppercut.
- ✔ Robots, Romans, and some lizards don't die until they break into pieces.
- ✔ Break open crates for Gamma capsules.
- ✔ Normal Gammas increase your energy level, but you need a Mega Gamma to assume Hulk-Out status.
- ✔ Some power-ups reappear after you use them the first time.
- ✔ Give a lizard a lava bath.
- ✔ You can elude a few enemies without ever confronting them.
- ✔ After you smash a pillar, you can throw the fragments.

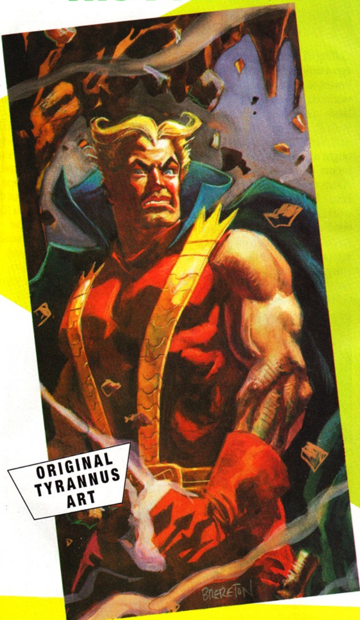
The Incredible – Incredible Hulk Contest!



It's easy, it's fun, and it's a bigger kick than being belted by Gamma Rays. Just fill in the word balloons below and send it in. We'll pick the funniest, the most original, most bizarre entries we get, and shower the winners with unbelievable prizes. Hulk up and get those creative juices flowing! Winners will be featured in the October/November issue of *Sega Visions*.

ZZZRAAASH

The Prizes



One Grand Prize

- Original art of Tyrannus from the Incredible Hulk collectible card set
- Complete set of four Incredible Hulk video game 3-by-6-inch collectors' cards
- Genesis or Game Gear version of Incredible Hulk video game
- Incredible Hulk No. 1 comic book collectors' reprint
- Incredible Hulk temporary tattoos
- Incredible Hulk movie-size poster

Approximate retail value: $1,575

One First Prize

- Complete set of four Incredible Hulk video game 3-by-6-inch collectors' cards
- Genesis or Game Gear version of Incredible Hulk video game
- Incredible Hulk No. 1 comic book collectors' reprint
- Incredible Hulk temporary tattoos
- Incredible Hulk movie-size poster

Approximate retail value: $75

Two Second Prizes

- Complete set of four Incredible Hulk video game 3-by-6-inch collectors' cards
- Incredible Hulk No. 1 comic book collectors' reprint
- Incredible Hulk temporary tattoos
- Incredible Hulk movie-size poster

Approximate retail value: $19

Five Third Prizes

- Sega Visions T-Shirt

Approximate retail value: $12

Approximate retail value of all prizes: $1,748

The Rules! The Rules!

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2. To enter, please fill out the official entry form at right (or provide the same info on a 3-by-5 card), bundle it up with your entry, and zip it off to this address:

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    Incredible Hulk Contest
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    Redwood City, CA 94064

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4. The prizes for each of the winners will be as stated above. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.

5. Winners will be selected by the editors of Sega Visions. The decision of the editors is final. Winners will be announced in the October/November issue of Sega Visions. By signing the entry form, you grant Sega Visions the right to reproduce your winning entry. All entries become the property of Sega Visions and cannot be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in Sega Visions, or Sega Visions reserves the right to select an alternate winner.

6. This contest is open to all residents of the US, Puerto Rico, and Canada except employees of Sega of America, U.S. Gold, Marvel Comics, and their immediate families.

OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or a 3-by-5 card), and mail it stapled to your photo or artwork to Sega Visions, Incredible Hulk Contest, P.O. Box 3899, Redwood City, CA 94064.

Name ______________________
Address ______________________
City ______________ **State** ______ **Zip** ______
Phone (____) ______________ **Age** ______

Fast Takes

We've rounded up another batch of the latest and greatest games for your favorite Sega machine. From side-scrolling Action to in-depth Role-Playing to brain-bruising Puzzle games, the crazed critics of *Sega Visions* have the inside scoop and hot, hot hints on a mess o' killer titles. To see how these new offerings stack up, check out our Sonic ratings at the bottom of each review.

Speaking of Sonic ratings, the entries are still rolling in on our "Name the Ratings" contest. Check out this month's winners:

For those thirsting for adventure, here's a system that's all wet from Eric Eberhardt in Riverside, Illinois:

Perrier	5
Evian	4
Tap water	3
Lake Michigan	2
Toilet (unless you're a dog)	1

Here's a lunker-load of freshwater fish fun from Danny Smith in Timberville, Virginia:



Largemouth bass	5
Northern pike	4
Walleye	3
Crappie	2
Perch	1

Martin Rybak of Matwah, New Jersey, took a sound approach to the rating system:

CD	5
Minidisc	4
Cassette	3
Record	2
8-Track	1

Myron Avery came up with these ratings on the last train to Clarksville, Tennessee, and claims they prove "what a man with too much time on his hands can do":

Ultrasonic	5
Supersonic	4
Hypersonic	3
Hyposonic	2
Subsonic	1

We got some earthy answers to the ratings question from Della Kay Castiglione of Bend, Illinois:

Sky's the limit	5
Down to earth	4
Rocky road	3
Shaky ground	2
Quicksand	1

John Dyer of Albuquerque, New Mexico, proved he had the right material for the contest:

Silk	5
Denim	4
Cotton	3
Wool	2
Polyester	1

And Stacy Fyke of Mt. Pleasant, Michigan, took us for a ride with these answers:

Roller coaster	5
Bumper cars	4
Ferris wheel	3
Merry-go-round	2
Teeter-totter	1

Got a better idea? Oh yeah, sure. Well, OK, maybe you actually do. If so, mind sharing it with us? Send your version of the Sonic ratings to:

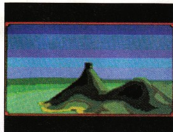
Sega Visions
Sonic Ratings Contest
P.O. Box 5346
Redwood City, CA 94063

If you win, we'll print your response and zip you off an extremely rare, highly collectible, not-available-in-any-store-at-any-price-and-we-don't-care-WHO-you-know-you-gotta-WIN-it-if-you-wanna-WEAR-it *Sega Visions* T-Shirt. True story.

Sega CD

PowerMonger

Calling all control freaks! Give your ego a serious boost. Send your followers to do battle against petty warlords in an attempt to unite all lands under their rightful king...you. With *PowerMonger* from Electronic Arts, Real-Time Simulation fans ought to have fun winning settlements' minds, hearts, and future efforts through word, deed, and battle. With more detail and more worlds (now 500) than the Genesis version and a new digital soundtrack, the CD version offers improvement over the original. Are you going to lead your followers to glory or destruction? It's in your lap, O Mighty PowerMonger.



Check out the new 3-D world view!



To speed game play, Zoom in all the way on the Close-Up Map. You won't see much detail, but things move along at a faster clip.

HOT HINTS

- ✔ Increase your food supply with sheep – each time you attack grazing sheep you get 180 food items. Not baaad!
- ✔ Send out spies. They get executed if caught, but the info is worth it.
- ✔ Start inventing as soon as you are able. A cannon can really help.

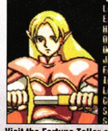
Publisher: Electronic Arts
No. Players: 1
Rating: MA-13

Graphics	3
Sound	3
Controls	2
Challenge	3
Overall Fun	3

Sega CD

Revengers of Vengeance

Mix a Fighting title with RPG themes, and you've got *Revengers of Vengeance* from Absolute Entertainment. This one- or two-player Sega CD offers a different animated intro for each of the ten possible characters, mild fighting action with special moves, and a chance to take out the evil Venum. This disc gives you RPG-style character building and the chance to design your own character in one of the three modes of play. With great-looking introductory graphics, and fairly simplistic game graphics the title may feel a bit uneven, but overall it's an original hybrid of themes you've seen before.



Visit the Fortune Teller every thousand experience points to increase your level.



To throw a fireball, do a Back, Back/Down diagonal, Down, Forward/Down diagonal, Forward on the D-Button and hit a button.

HOT HINTS

- ✔ Don't go to the gym for training too often. It increases your stress level and speeds the days till your meeting with Venum.
- ✔ Buy and use items to increase your stats.
- ✔ You should be able to find each fighter's weak spot in a couple of matches.

Publisher: Absolute Entertainment
No. Players: 1 or 2
Rating: MA-13

Graphics	2
Sound	2
Controls	2
Challenge	2
Overall Fun	2

Sega CD

Wing Commander

Kick some Kilrathi butt! The wildly popular *Wing Commander* series has finally landed on the Sega CD, courtesy of Electronic Arts and Origin. Embark on the Vega Campaign's hair-raising missions from the original PC version of the game. The flight-sim interface is back in all its first-person glory, along with the great graphics, sizzling space combat, and story line that challenges your character to evolve from a lowly space cadet to an intergalactic hero. This version of *Wing Commander* will send you soaring. So fire away, ace, and put the Kilrathi in their lowly place.



Test your skills by flying some Training Flights before taking on the fleabags.



Talk to all the barflies. Sometimes they have helpful advice.

HOT HINTS

- ✔ To warp through the dead space, push Buttons B and C together.
- ✔ Request a landing from the Tiger's Claw before attempting to land.
- ✔ Use four missiles or seven direct hits with laser to destroy the first fleabag fighters.

Publisher: Origin/Electronic Arts
No. Players: 1
Rating: MA-13

Graphics
Sound
Controls
Challenge
Overall Fun

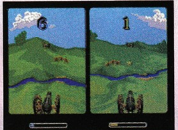
Genesis

Risk

World-domination types who've marched through the board-game version of Risk are gonna find a lot to like here. One to six players take turns conquering countries, moving troops, and lobbing cannonballs at the enemy. The game can be played in its traditional mode or arcade version, in which you blast away at the opponent with a battery of cannons. Options include a continuous attack and "fast battle" (which cuts to the grisly details of the encounter). In either the pure strategy or hybrid arcade mode, this game delivers all the satisfying tactics and face-offs of the original.



One to six players place take turns trying to take over the world.



The arcade mode lets you blast away at your opponent during border battles.

HOT HINTS

- ✔ Unless you're feeling lucky (or suicidal), don't attack a country with more armies than you can muster.
- ✔ Take Australia first. It's the easiest continent to defend.
- ✔ Take South America next.

Publisher: Parker Brothers
No. Players: 1 to 6
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Genesis

Dune 2: The Battle for Arrakis

Dune II: The Battle for Arrakis is a thinking warrior's game. That means you need more than firepower and quick reflexes. Economics are important. So are defensive structures and troops. And all that ain't worth a dime if you can't back it up with brilliant strategy. You play as one of three houses: the Atreides, the Ordos, or the Harkonnen. You're trying to squelch the other two by constructing a base, mining for spice, and producing infantry and weaponry. Each house holds a particular advantage and requires a different strategy to win.



Think long-term when designing your base. Fortify structures selectively.



Build a refinery as soon as possible to start harvesting for spice.

HOT HINTS

- ✔ Send your trikes out immediately to search for new spice.
- ✔ Trample enemy troops with your Harvester.
- ✔ Keep some troops close to home for protection against enemy attacks.

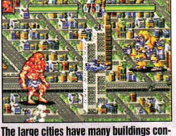
Publisher: Virgin Interactive
No. Players: 1
Rating: MA-13

Graphics
Sound
Controls
Challenge
Overall Fun

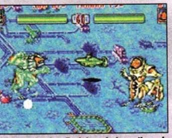
Genesis

King of the Monsters 2

Everything in *King of the Monsters 2* is bigger, badder, and meaner than in its predecessor. You choose from nine brawny creatures, each with its own barrage of special attacks and weapons. Then you slug it out with a friend or the computer to destroy ten locations around the world. With colorful graphics, some special moves, and challenging competitors, *King of the Monsters 2* packs a solid punch. Add the extra challenge of a third dimension — depth — and you have a cutesy game that will keep fighting fans coming back for more.



The large cities have many buildings containing power-ups. Strategize accordingly.



While in the Sea Bed, knock down the submarines and throw them at your enemy.

HOT HINTS

- ✔ Crush the buildings or destroy the aircraft to reveal special power-ups.
- ✔ Collect the P's for more power and the L's for more life.
- ✔ A long-distance attack is less powerful than a swift punch or a kick.

Publisher: Takara
No. Players: 1 or 2
Rating: MA-13

Graphics
Sound
Controls
Challenge
Overall Fun

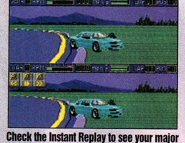
Genesis

Mario Andretti Racing

The mark of a true racing champion has always been the ability to win in any type of car and on any type of track. Mario Andretti is one of those select few. *Mario Andretti Racing* puts you behind the wheel of three different racers: Indy, Stock, and Sprint. This one- or two-player Genesis title from EA Sports has different physics for each type of car and track. Multiple views, modes, and AI-based computer racers offer plenty of varied racing action. You get great-looking digitized video clips, lots of speech, and solid digitized racing sounds.



Use drafting to gain speed behind a competitor and slingshot past on the straights.



Check the Instant Replay to see your major successes and failures again.

HOT HINTS

- ✔ In Sprint carry as much speed into the turns as you can handle and no more.
- ✔ As you get close to a wall on the turns in a Stock Car, pulse your accelerator rather than breaking.
- ✔ In Indy racing, start turns on the outside of the track, then cut to the inside edge.

Publisher: Electronic Arts
No. Players: 1 or 2
Rating: GA

Category	Rating (icons)
Graphics	2
Sound	2
Controls	3
Challenge	2
Overall Fun	2

Genesis

Normy's Beach Babe-O-Rama

No, it's not a fifties flick. This Genesis Action romp from Electronic Arts is a fairly typical platform-style title with comic overtones. The short of the story is that some beach-goddess-types have been kidnapped, and Normy has to traverse time and space to recover them. As a single player, you face six bosses in 29 levels. Using weapons like Rubber Chickens, Cream Pies, and Bananas — you go canoeing, bounce on pigs, and swing from vines. While not ground-breaking in graphics, music, or sound effects, this is a playable little game that might offer a nerdy beach hero some excitement.



Get pies from the pie vendor and wail.



Search for hidden areas and hidden steps. Here, if you climb up behind the waterfall, you'll get extra energy.

HOT HINTS

- ✔ Collect the Beach Balls. Every 25,000 points gives you a 1-up.
- ✔ Avoid other weapons once you get the Rocks.
- ✔ Enemies usually lurk in the hidden areas. Don't say we didn't warn you.

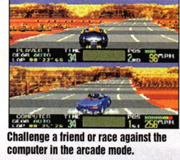
Publisher: Electronic Arts
No. Players: 1
Rating: GA

Category	Rating (icons)
Graphics	2
Sound	2
Controls	2
Challenge	2
Overall Fun	2

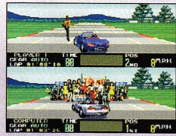
Genesis

OutRunners

Start your engines and get ready for a wild ride. Data East has enhanced the arcade classic *OutRun* and added a two-player feature to create *OutRunners* for the Genesis. Race a friend (and the clock) around the world through more than 30 scenarios, or just race the computer through eight competition courses in the original mode. With your choice of eight roadsters, you drive through cities, deserts, jungles, and even underwater regions. But even with a wide variety of options and multiple story endings, *OutRunners* is still pretty mild for a two-player racer.



Challenge a friend or race against the computer in the arcade mode.



The winner gets a party and the loser gets a stubbed toe.

HOT HINTS

- ✔ If it's speed you're after, Mad Power blows 'em all away.
- ✔ With manual gears, down-shift around corners instead of braking.
- ✔ If your opponent tries to pass you, steer directly in front of him.

Publisher: Data East
No. Players: 1 or 2
Rating: Not Yet Rated

Category	Rating (icons)
Graphics	1
Sound	2
Controls	2
Challenge	1
Overall Fun	1

Genesis

Champions World Cup Soccer

Put the ball in the net with *Champions World Cup Soccer* for the Genesis from Flying Edge. This one- or two-player soccer title offers regular exhibition play or a tournament mode. With four languages (English, French, German, and Spanish), this cart is a true multilingual gaming experience. Add formation choices, radar (to watch the rest of the field), and 32 national teams to choose from, and you've got a fairly well-rounded game. Players can even turn the penalties off for more punishing play.



Choose from 32 national teams.



Treat the Throw-ins carefully. Toss toward an open player.

HOT HINTS

- ✔ You get the ball farther up the field by kicking and chasing.
- ✔ Try the goalie from an angle.
- ✔ When fouls are on, sliding kicks often become tripping penalties.

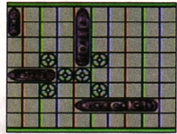
Publisher: Flying Edge
No. Players: 1 or 2
Rating: Not Yet Rated

Category	Rating (icons)
Graphics	3
Sound	2
Controls	2
Challenge	2
Overall Fun	3

Game Gear

Battleship

The classic board game *Battleship* enters the high-tech oceans of a Tom Clancy novel, thanks to some very creative design work from Mindscape. The game features eight levels and a total of 40 battles. Passwords are provided at the conclusion of each successful battle. As you work your way up the chain of command from lowly Seaman to lofty Admiral, you get new ships and weapons. The game gets more fun with Multi-warhead Tomahawk missiles, Aerial Recon, and enough gadgetry and goodies to keep the country's defense contractors overpaid into the next century. Good solid fun.



High-tech weapons up the ante in this classic sea battle.



Your missiles might go KER-BLAM or KER-PLUNK.

HOT HINTS

- ✔ Placing your ships toward the edges of the grid reduces the chances of being found in the first Multi-warhead salvos.
- ✔ Each special weapon is on a specific ship, so use 'em before you lose 'em.
- ✔ The enemy tends to fire at squares next to hits, so spread your ships out.

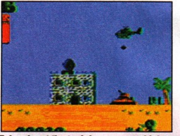
Publisher: Mindscape
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Game Gear

Choplifter

Fly the hostile skies with Extreme Entertainment's *Choplifter* for the Game Gear. A terrorist organization has seized control of five Allied peace-keeping bases in oil-rich Maghreb and taken more than 100 hostages. Your mission: Airlift them to safety. Infiltrate enemy lines to pick them up. Then blast tanks, gunboats, and other air fighters; lay waste to hidden prisons; and burn a jungle or two to the ground to bring them safely to your base. All this air combat requires precision aim and steering. When you're low on energy, the slightest collision with a building or even a bird will send you — and your men — up in flames.



Take aim at the tank from way up high — it has limited range. Once you've fried it, take out the satellite sensor and pick up the hostages on the ground.



Grab a Shield power-up for temporary invincibility.

HOT HINTS

- ✔ Clear an area of enemies before going for the hostages.
- ✔ Throw down a rope to rescue shipboard hostages.
- ✔ Fly above the storm clouds.

Publisher: Extreme Entertainment
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Game Gear

Pac Attack

Get two — count 'em, two — all-time classic video games in one with *Pac Attack* from Namco. *Pac Man* returns, portable style, in an addictive *Tetris*-like puzzle game. You line up ghosts horizontally and vertically so that when Pac Man falls, he gobbles as many as possible. Aside from the normal go-for-the-high-score mode, *Pac Attack* offers a two-player Versus mode, in which you use a Gear-to-Gear cable to link up with a friend, and a Puzzle mode, which allots you just a few Pac Men to gobble up all the prearranged ghosts. If you wanna kill time while you're on the road, *Pac Attack* is sure to keep you busy.



Try to outscore your Pac Attack rivals in Normal mode.



Think you can beat all 100 levels in Puzzle mode?

HOT HINTS

- ✔ Use the Next Block info to place your current piece strategically.
- ✔ Don't box ghosts in with bricks on all sides.
- ✔ In Puzzle mode, use Button 2 to change Pac Man's direction for the best attack possible.

Publisher: Namco
No. Players: 1 or 2
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

Game Gear

Spider-Man/X-Men: Arcade's Revenge

Five superheroes on your Game Gear? You're gonna need them all in *Spider-Man/X-Men: Arcade's Revenge* from Flying Edge. A deranged prankster named Arcade has imprisoned the X-Men in his lethal amusement park. You begin the game as Spidey, who must foil Arcade's elaborate security system to reach his pals. Then you can continue play as everyone's favorite arachnid or help any of the X-Men battle Arcade's clowns and toy soldiers. Each character must survive two levels of fun-house horror if the group has a prayer of defeating their captor. With all this superhero action, we only wish that the graphics were a little crisper.



Slash and burn this jack-in-the-box— *he's one of Arcade's demonic crew.*



The webslinger can swing into action when a jump won't reach.

HOT HINTS

- ✔ Storm can blast open an oyster for an invincibility whirlwind.
- ✔ Rhino's weak spot is his head. Wail on it.
- ✔ Watch those land mines! If Cyclops trips one, he loses a life.

Publisher: Flying Edge
No. Players: 1
Rating: GA

Graphics
Sound
Controls
Challenge
Overall Fun

The Genesis 32X Bring
To YOUR Genesi



Sega Brings True Arcade Action Home for Under $150

The biggest news in home video game action is coming to your Genesis and Sega CD this fall. For only $149, you can upgrade your Genesis to 32 screaming bits of high-end arcade action.

The Genesis 32X plugs into your Genesis and gives it the kind of power you'll need to play the outstanding new titles that are forging the future of video games. With this affordable add-on, you'll enjoy the superior graphics and play power that have been found on only the most advanced coin-op games. You'll experience incredible 3-D perspectives and get crisper, smoother video footage on your Sega CD TruVideo games.

Why take a chance on a more expensive, less powerful, unproven 32-bit machine? With the Genesis 32X, you get the most ramped-up game play available *and* hot new titles from the company that has always delivered the coolest cutting-edge games.

Check the specs, ponder the price tag, and read about a few of the 30 new high-end games already in production (not counting all the new games being produced for the Genesis 32X by third-party publishers). Then decide who *you're* gonna trust to bring the 32-bit arcade experience home.

The Vital Statistics

The Genesis 32X is the hottest game machine on the street. Dual 32-bit RISC processors and new Video Display Processor provide:

- **Fast processing speed for the most intense action you've ever experienced.**
- **Texture mapping/polygon graphics for more detailed depth of art and animation.**
- **Changing 3-D perspectives that draw you into the action.**
- **More than 32,000 colors for the richest, most eye-popping art anywhere.**
- **High-resolution video on the Sega CD that redefines realism in video games.**

s 32-Bit Game Power
s and Sega CD

Sega Is Building The Future of Gaming

Take a look at a few of the 32-bit games already in production. Sega has 30 games in the works right now, and many more are being built by the hottest third-party developers in the industry.

Star Wars Arcade

The legendary struggle in space continues, with textured, polygon-based graphics and 32 bits of interstellar action.

Doom

The classic PC game comes to the Genesis 32X, with smoother point-of-view animation and detailed, dangerous labyrinths of rapid-fire adventure.

Virtua Racing Deluxe

Anybody lucky enough to scream around the track on the arcade version of this game will be right at home. The high-speed, multiview, super-responsive Racing game has been painstakingly translated to this revved-up home version.

Super Motorcross

This mud-splashing motorcycle marathon screams on the Genesis 32X, with 15 white-knuckle tracks.

Fahrenheit

The first video game about America's real-life heroes — firefighters. Red-hot realism blasts at you with superdetailed TruVideo action.

Midnight Raiders

Live-action TruVideo puts you in the cockpit of an Apache attack helicopter for incredibly intense battle realism.

More 32-Bit Action Is Coming Your Way

Check out coming issues of *Sega Visions* for Sneak Peeks of these and other hot 32-bit titles, plus more news on the revolutionary Genesis 32X.

Get Activated! Contest Winners

The contest is over, and three lucky people have kicked and punched their way to fighting-game fame and fortune. All three won a total of 24 (yes, 24) hot Sega titles and a spot on the pages of *Sega Visions*.

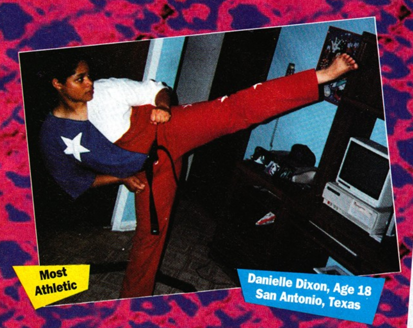


Funniest

Jason Schmidt, Age 13
Edwardsville, Illinois

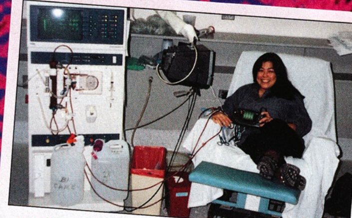
Best All-Around

Matt Zalupski, Age 11
Salt Lake City, Utah



Most Athletic

Danielle Dixon, Age 18
San Antonio, Texas

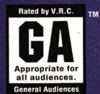


Plus Another Game Gear Sightings Contest Winner

Last issue we showed you the top three winners from the Game Gear Sightings contest, but space limitations forced us to leave out the lucky runner-up. Honorable Mention went to Jennifer Horn of Upper Nyack, New York, shown here playing Game Gear on a kidney dialysis unit. Jennifer said her dialysis sessions used to take four hours, three times a week. During that time, she honed her Game Gear skills on titles like *Sonic the Hedgehog* and *Bart vs. the World*. Shortly after the photo was taken, this 22-year-old Visionary underwent a successful kidney transplant operation. She's planning to return to college in September.



If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,



TM



Sports Playbook

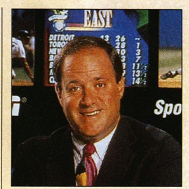
THE INSIDE TRACK ON SPORTS GAMES



Calling All Sports!

With the NHL and NBA playoffs winding down and summer nearing full swing, the World Cup is coming to cities across the USA. What better time to crank up the AC and leap into some hot color gaming? Whether on the Sega CD, the Genesis, or the Game Gear, there are plenty of great new sports titles to check out, and *Sega Visions* has the scoop.

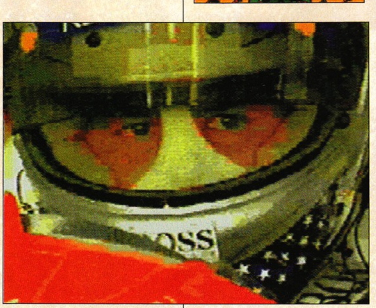
Power one over the centerfield wall with **ESPN Baseball Tonight** for the Genesis from Sony Imagesoft. This solid slugfest offers Chris Berman as your host, gives you all 28 Major League clubs, and takes you all the way through the pennant race and the playoffs to the World Series.



Sports game fans should take a gander at the new Sega Sports Systems. Just in time for graduation or Father's Day, you can pick up a Game Gear (in a great new color!), Genesis, or Sega CD with a spectacular Sports title included. The system for sports fans and a sports game too! What'll they think of next?

Climb into the driver's seat with **Formula 1 World Championship** from Sega. The first Racing title for the Sega CD offers heart-pounding Racing Simulation chock-full of great digitized video and voice. Put on your gloves and get behind the wheel…this one is the real thing.





How about sitting down with seven of your closest friends for a little slamfest? **Double Dribble: The Playoff Edition** from Konami for the Genesis lets eight players pound the parquet simultaneously (with the help of two Sega Team Players).

Pass it up the field with Sega's **World Championship Soccer II** for the Genesis. The two-player game really kicks out the excitement. This one- to four-player grass-kicker gives you the world's most popular game in all its glory.

Lastly, check out **World Cup USA '94** for both the Genesis and the Game Gear from U.S. Gold. Instead of just hearing about World Cup action, from city to city around the country, go for some yourself!


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Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough em up and spit em out, on the street, in your face, one on one 16 meg basketball video game.
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Hardball ESPN-Style!

ESPN
THE TOTAL SPORTS NETWORK

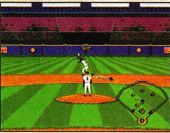
Back, Back, Back, Back, Back...Gone!

The Playoffs Competition lets you vie for the National or American League pennant. If you capture it, the Genesis determines the other league's winner and you go up against them for the World Series. In addition to Exhibition and Playoffs Competition, *ESPN Baseball Tonight* has a Practice Mode that'll let you fine-tune your technique before you leap into the pennant race. And in the Home Run Derby, one or two players can knock 'em into the cheap seats. You get 15 pitches to show your stuff (blast 11, and they'll label you Major Leaguer).

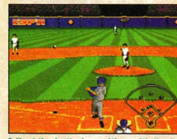




Listen to Chris Berman as he gives you the lowdown on the game.



To Slide, press Button C as you approach the base.

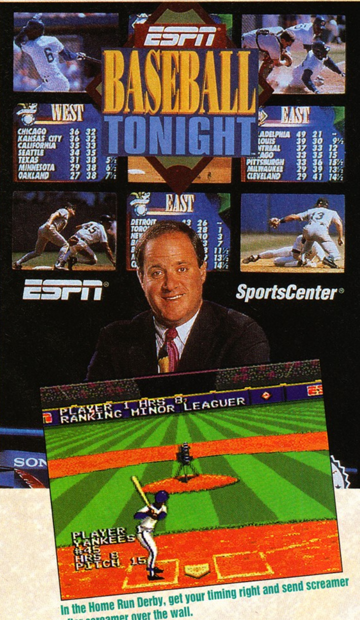


Adjust the batter's position with the D-Button before using Button A to swing.

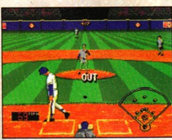
WARM-UP

America's national pastime is back and in full swing. Slide into the game yourself with *ESPN Baseball Tonight*. This one- or two-player arcade-style cart from Sony Imagesoft for the Genesis brings you amazingly lifelike player movement. You also get the one-and-only Chris Berman with plenty of unusually clear digitized voice. Play with any of the 28 Major League clubs. Choose from Exhibition or Playoffs Competition, and power one outta the park.

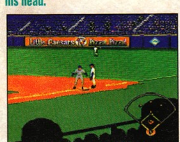
PUBLISHER: **Sony Imagesoft** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**
GA



In the Home Run Derby, get your timing right and send screamer after screamer over the wall.



Whiff. You not only got the batter out on strikes — you get to see him hang his head.



To return to your base, hold the D-Button toward the base you were previously on and hit Button B.



Check out your bench and your bullpen at the Lineup Screen.

HOT HINTS

- ✔ Watch for pitcher fatigue after four innings.
- ✔ When pitching with a right-hander against left-handed batters, you can get the first two strikes easily: Just move your chucker to the right side of the mound and release right up the middle and slightly inside.
- ✔ To view lead-offs, hold Button C and your D-Button toward the appropriate base.
- ✔ You can control the ball somewhat after the pitch by moving the D-Button.
- ✔ Use the password option to save your team's progress.



Genesis Sports System



Sega's New Sports Packs Perfect for Sports Fans, Grads, and Dads!

As spring slips into summer, Sega Sports is answering the call from Sports game fanatics for serious value-based systems. Sega Sports Systems give you limited-edition packs that include action-loaded titles and extras. For a short time you can get all your favorite Sega hardware systems with a great Sega Sports video game. Just in time for Father's Day and graduation gifts, you can get a Sega CD, Genesis, or Game Gear with a best-selling Sports title as part of the package. What more could you want? Season tickets?!? Yeah, right.

Is Joe Montana Really in Your Genesis?

It should be enough to get the No. 1–selling 16-bit Genesis home entertainment system. The Genesis has an amazing library with more than 525 game titles available (scads of Sports titles). But that's not enough for you – is it? OK. All right. How about the Genesis Sports System? You get your Genesis. And you get one of the hottest Sega Sports hits, *NFL Football '94 Starring Joe Montana.* And you get two Control Pads, so you and the soon-to-be-loser of your choice can go head to head. Good enough? You want more?!? OK. To pad the offer, Sega is throwing in a free official Sega Sports Seat Cushion to protect your posterior while you cheer your favorite team.

Sega CD Sports System Too

The most popular CD-ROM video game system ever has some of the most realistic sports gaming you can get. Sega is offering sports fanatics a Sega CD Sports System that teams up the hot-selling CD peripheral for the Genesis with *Joe Montana's NFL Football.* This top-seller of a CD title has Montana coaching players through great pigskin contests with all 28 NFL teams in Exhibition, Season, Playoff, and Super Bowl modes. You get spectacular 3-D scaling and zoom that add amazing realism to the game's fast-action player animations, including 360-degree spins and diving catches. Add great CD sound and you'll almost feel the hits. Sports gamers want realism, and you can't get much more real than this. If you got much closer, you'd get the pain of being crunched by a monster linebacker!





Game Gear Sports System



Sega CD Sports System

Sonic-Blue Game Gear!

The folks that brought you the first color portable games have gone one better – you can get your Game Gear unit itself in color! And what color would a true-blue sports fanatic-type expect from the company that brought you *Sonic the Hedgehog* (leading question)? Green? Nah. Orange? No way. Blue? Darn right. Even more, the Game Gear Sega Sports System comes with the smash hit *World Series Baseball,* holder of both Major League Baseball and Major League Players Association licenses. Not enough? OK, you also get a terrific holds-everything-but-the-kitchen-sink Deluxe Carry All bag. It'll hold your blue Game Gear (and sold separately, of course), Rechargeable Battery Pack, Super Wide Gear, Car Adaptor, TV Tuner, and up to 12 games. Whew!



Formula One Racing as Real as It Gets



Step into a real race driver's shoes in 1993 mode.

WARM-UP

OK, hot rod. We know you can drive fast. But can you race? Optimize your car for any course? Adapt to changing weather and track conditions in a heartbeat? Can you outsmart the toughest opponents on wheels? Are you good enough to compete? *Formula One World Championship* tests your skill and your smarts on the Sega CD like no Racing Sim before. With digitized racing footage, competition drawn from actual races, and a G-inducing first-person perspective, this CD leaves the competition in the dust.

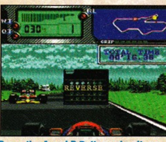
PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3- and 6-Button**
NYR Not Yet Rated

Start Your Engines

You're wearing your helmet, gloves, and asbestos underwear. The sleek McLaren is juiced and ready to rip through the Donington course. Ground-trembling, bone-shaking screams of revving engines surround you. The sky looks a little gray — did you select your heavy-traction tires? But forget all that, 'cause the green flag is up and...hey, wait a sec! This is just a video game, isn't it?


When you damage your car in any way, get to the Pit Stop as soon as possible. The longer you wait, the more time you lose.

What makes *Formula One* so gripping? Action-packed video sequences, for one thing. The world's first racing CD delivers in-your-face scenes of massive wipeouts, up-close views of tight passes, and cameo appearances by today's racing heroes. Digitized voices of racers and track announcers heighten the realism — and give you crucial advice.



Press the A and B Buttons simultaneously when you're stuck offroad. This turns the car in any direction you need to go, and fast.

This Ain't No Pit Stop

But how real is the game play? As real as it gets. The 1993 mode lets you reenact actual races from last year. You take over the car of a real participant at a key point in the race. Think you can do better than he did? All the details from the historical race are there, from the car's specs, the performance of your opponents, and even the weather on the day of the race. Before you take over, the driver you're replacing will give you pointers. Listen to him.

If you'd rather take control of an entire racing season, enter the Grand Prix itself. You'll compete against actual race teams on 16 courses around the world, from Monte Carlo to Adelaide in Australia. Oh, one crucial detail: You have to qualify first, and your time determines your choice of cars and teams. If you get a lousy qualifying time, whittle it down before you enter the Grand Prix — you'll have more fun with better equipment and a better teammate. Or if the pressure gets to you, warm up in Free Run to master your controls, your course, and your vehicle.



The Sega Park Circuit wouldn't be complete without true-blue-you-know-who.


If you can see the udder on the cow, you're too close. Udderly close.

HOT HINTS

- ✔ Grand Prix has a password feature, so don't stress about winning the trophy in one day.
- ✔ Watch your side mirrors for unwelcome company.
- ✔ For an added challenge, set the weather to Rainy.
- ✔ In Grand Prix mode, listen carefully to the announcer.
- ✔ The Williams cars are the top of the line in Grand Prix mode.



Customize every detail of your vehicle.





Preview the upcoming course for the lowdown on all its turns and slopes.





In 1993 mode, an arrow points out the car you need to pass.

TEAM SELECT

21 MICHELE ALBORETO

22 LUCA BADOER

LOLA-BMS-T93/30

Choose your team and car carefully in Grand Prix mode.

Rock 'Em, Sock 'Em Video Footage

***Formula One*'s innovative use of digitized live action puts you in the driver's seat like nothing you've seen before. By interspersing the game play with footage from real races, it lets you relive the thrill of the sport's greatest moments — and puts you in control of the outcome.**



The press is always in your face. Don't you hate that?



Spinouts are not recommended.



Racing pros draft off their opponents to slingshot past.



You'd better hang down your head. You blew the race, loser.



Hug the corners when you pass on the inside.



The World's Most Popular Game From Sega Sports!

It's a Kick!

World Championship Soccer II offers three difficulty settings and three kickin' modes of play. In Exhibition Game you choose your favorite national soccer team and play against the computer or the human of your choice. To learn technique (or just for the fun of it) you can pit the CPU against itself and watch matches between teams you select. The Challenge Game gives you 16 progressively more difficult teams, one right after another (with password save). By selecting World Championship Game you can play any match and any team from the 1986, 1990, or 1994 World Championships. In the Designer Championship, you can construct your own World Championship from 32 of the top teams in the world. *World Championship Soccer II* was designed in Europe (where they know soccer) and has the largest sprites of any existing soccer title. No matter what you call it, the world's most popular game is going to get even *more* popular thanks to Sega.



Select Exhibition, Challenge Game, or World Championship at the Game Select Screen.

WARM-UP

The rest of the world may call it football, but no matter what the name, soccer is still the biggest sport on the planet. Just in time for the World Cup's arrival in the United States, Sega is bringing you *World Championship Soccer II* for the Genesis. One to four players (with Sega's Team Player tap) get all the cleat-based, field-tearing action they can handle. Go for amazing saves, astounding 35-yard drives, and awesome headers as you try to tackle the World Championship. Check out your big goals again by watching the Instant Replay. Hit the field with any of 48 teams — 32 from the '94 season, and 16 from '86 and '90.

PUBLISHER: **Sega Sports** PLAYERS: **1 to 4 (with Team Player)**
CONTROLLER: **3-Button**
GA



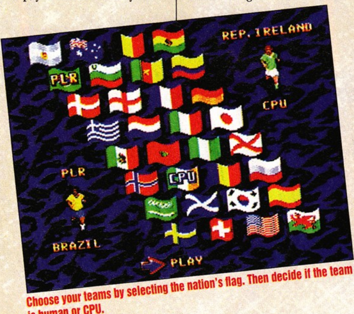
Select from the '86, '90, or '94 World Championships, or design your own.

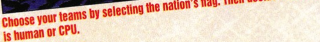


The purpose of the game? Get more goals than the other nation!

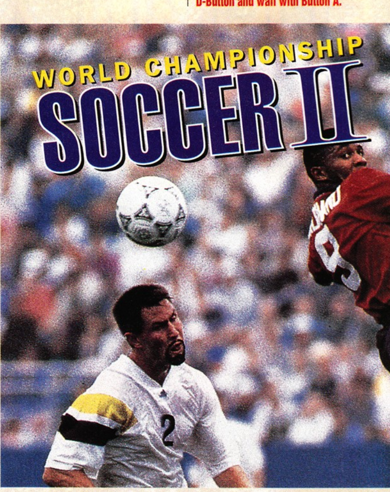


When it's time for a Goalie Kick, choose your direction with the D-Button and wail with Button A.





Choose your teams by selecting the nation's flag. Then decide if the team is human or CPU.

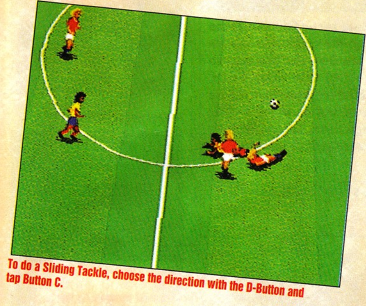




When the ball is in the air you can Head it by hitting Button A. Press the D-Button in the direction you wish the ball to go in.



A Corner Kick is awarded when one team kicks the ball out of play over the endlines. Choose your direction (toward the appropriate player) and boot it.



To do a Sliding Tackle, choose the direction with the D-Button and tap Button C.

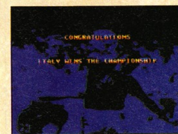




Change offensive and defensive configurations at the Formation Screen.



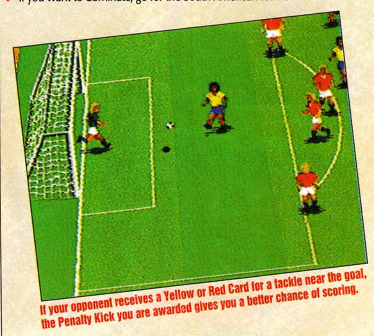
Kick the ball out of play over the sidelines, and it's time for a Throw In. Control the direction with your D-Button.



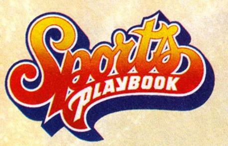
Go for the World Championship. We Dare ya.

HOT HINTS

- Use the Sliding Tackle carefully, as it takes your player out of the flow for a couple of seconds.
- Make leading passes up the middle with the Kick Button, and regular passes with the Pass Button on the outside.
- When shooting at the goal, come in at an angle for a higher scoring percentage.
- It's tough to learn to control the direction, but if you can put a Header on goal, you stand a greater chance of scoring.
- If you want to dominate, go for the South American teams.



If your opponent receives a Yellow or Red Card for a tackle near the goal, the Penalty Kick you are awarded gives you a better chance of scoring.



Double Dribble: The Playoff Edition

WARM-UP

Veteran sports gamers are gonna recognize the name *Double Dribble.* Konami returns to the court with *Double Dribble: The Playoff Edition* for the Genesis. This one- to eight-player (yup, count 'em, eight) title features Dr. Naismith's game, in a form far different from anything he would recognize — no peach baskets on poles — just serious slams and death-defying dunks. Take your fast-break up the court and drive the roundball into the net. *Double Dribble* is back!

PUBLISHER: **Konami** PLAYERS: **1 to 8 (with Team Player)**
CONTROLLER: **3-Button**

GA — Rated by V.R.C. Appropriate for all audiences. General Audiences



Look at the team's stats before choosing from the Team Select screen.

Did we say *eight* players? Sure did. Just plug in two Sega Team Player Adaptors and eight controllers and choose up sides, and you've got sweat-generating four-on-four action. Only got four folks available to play? *No problemo.* Just plug in one Team Player and play two on two. *Double Dribble: The Playoff Edition* has three modes of play: Exhibition, Multi-play, and Playoff. Select the Playoff mode and choose your team from the 16 available. The first round consists of a best-of-five series, and the remaining rounds are best of seven. From the semifinal on, you get a password at the Game Results screen.

Learn where you're weak by following the stats between quarters.


Hit Shoot (Button A) at the apex of your jump to nail the outside shots.

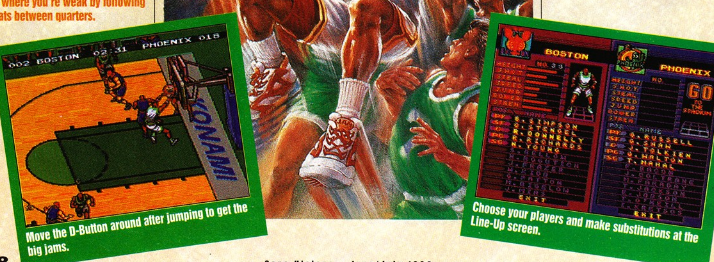

Choose the man who'll receive with the D-Button on the Throw-In.



When you use a password to get back to your Playoff, the next team you're up against changes. Try this to get past the harder teams.

TEAM INFO

- Charlotte really has plenty of speed and power.
- Minnesota is definitely the strongest team.
- New York has the best defensive ability overall.
- New Jersey is the most balanced team of the bunch.
- Washington has the better jumping ability.



Move the D-Button around after jumping to get the big jams.

Choose your players and make substitutions at the Line-Up screen.



You now control the fate of 32 teams from 32 countries. Who will be world champion?

You have 8 professional offensive and defensive formations to choose from. Your opponent doesn't have a chance.

Instant replay confirms it. The Brazilian forward just fired the game winning goal.



June 17th, 1994 – World Cup Comes To USA!

WARM-UP

Unless you are a member of soccer's elite 24 national teams, you're not gonna be on the field for the June kick-off in the US of A. What better way to get into the game than with *World Cup USA '94?* U.S. Gold brings you great one- to four-player soccer action for the Genesis. Choose from eight...count 'em...eight languages and play it simple or go for all the strategic decision making. Use the battery backup to save your World Cup in progress. Either way, it's the great game of soccer.

PUBLISHER: **U.S. Gold** PLAYERS: **1 to 4 (Team Player)**
CONTROLLER: **3-Button**



WorldCupUSA94™

Headers, Bicycle Kicks, and Striker



All the choices are icon based, featuring Striker the World Cup mascot.

World Cup USA '94 has tons of terrific options. Choose from eight predesigned team configurations, or design your own with the Formation Editor. Adjust the Glue Factor and change how the ball reacts to your foot. With ball traps, instant replays, your choice of field radar on or off, and the ability to customize your own World Cup, the choices are fantastic. Want to go simple instead? Just hit Start at the Striker (the World Cup mascot) icons, and you're in the game. Shoot, Pass, or Chip. Go for a Slide Tackle or a Block Tackle. Try a Volley, Jumping Header, Diving Header, or Bicycle Kick. Anyway you play, it's all soccer.



Games have gone multilingual! Select from eight languages.



Select your team from 24 nations.

HOT HINTS

- ✔ Approach the goalie from an angle for the best scoring percentage.
- ✔ Fake out the defense by making quick passes from the left to right and vice versa.
- ✔ Select passes in Scan mode.
- ✔ Try out new formations to see what works best with your team's strengths.
- ✔ Brazil, Argentina, and Germany are the hottest teams.

The ref is signalling a Throw In. Choose the direction and let the ball fly.

World Cup USA '94 Goes Portable

The Game Gear version of *World Cup USA '94* is truly amazing. The folks at U.S. Gold have managed to pack all the features of the Genesis version into its small cart. Use the same great icon-based control system, choose from eight languages, and play the whole World Cup round-robin itself. The only major change is that this version lets you save your games with a password rather than battery backup. C'mon Striker, get the ball, boy!



Play in eight languages. Really.



Whip it past the netminder and into the goal.

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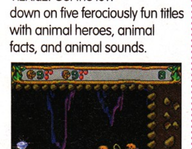
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Valid 5/27/94 through 9/5/94.



Hey, you big rhinoceros! Animals are the name of the game in this month's VizKidz! Get the low-down on five ferociously fun titles with animal heroes, animal facts, and animal sounds.



How did the Berenstain Bears get stuck in this cold, dark cave?

In **The Berenstain Bears' Camping Adventure,** Sega sets everyone's favorite grizzlies loose in the woods. When Brother and Sister Bear get lost, they have to battle a forest full of wild animals to find their way back. Saddle-back Graphics' **My Paint** is packed with cool animal drawings (and other pictures too) for you to color in, listen to, and learn about. Paint a wolf green, then listen to it snap and snarl.

Way Cool

What band is the absolute hip-hoppin'-est? What food makes your lunch worthwhile? Tell us your favorite games, characters, TV stars, songs...whatever. Just send us a list of five or six of your faves, and you could be featured in VizKidz! Be sure to include your name and address.



RRRRRoooaarrr! Your drawings are talking back at you!

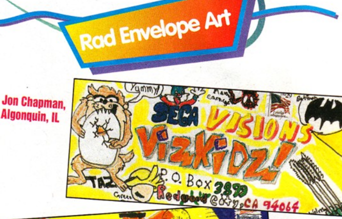
If it's live-action wildlife you're after, unleash 200 crazy zoo critters on your Sega CD with **The Animals.** This exhibit is chock-full of photos, movies, and sound recordings of every single creature in the San Diego Zoo. And for beasts you won't find in any zoo, check out **A Dinosaur's Tale.** This Action game from Hi-Tech Expressions stars all your prehistoric pals from the hit movie We're Back. In Taito's **Rainbow Islands,** you've gotta rescue your brother by zapping rainbows at birds, cars, and other enemies. (OK, so this one's not really about animals, but check it out anyway.)

Paw through VizKidz! for the scoop on all these great games. They're anything but tame.



Is this hyena just laughing, or does he want to eat you for lunch?

Rad Envelope Art



Jon Chapman, Algonquin, IL



Jose Ortiz, Jr., Cleveland, OH



Bryan Ryczek, Manlius, NY



Cosimo San Filippo, La Mesa, CA

Trevor Perry, Address Unknown

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Sega Visions
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P.O. Box 3899
Redwood City, CA 94064





The Berenstain Bears Are Camping Out on a Sega Machine Near You!

City Bears Go Wild

Pack your fishing rod and your picnic basket! You're going camping with the **The Berenstain Bears' Camping Adventure,** a rip-roarin' Genesis Adventure from Sega. Mama and Papa figure the family will just hibernate for a while. But when Brother Bear and Sister Bear wander off in the woods, you've gotta help them find their way back! Five levels of great graphics and catchy tunes stand between the bear kids and camp sweet camp.

PUBLISHER: **Sega** PLAYERS: **1 or 2**
CONTROLLER: **3-Button**

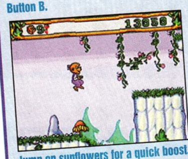
GA

Nature Walk


Scarf down every hot dog you can find.


You won't sink in the quicksand — just keep jumping with Button C.


Bag butterflies by pressing Up and Button B.


Jump on sunflowers for a quick boost.

Goin' on a Bear Hunt

These little cubs get into a paw-ful lot of trouble. They swim after eating, climb high cliffs, and get really, really lost. The trail back to the cozy campfire takes them through fishing streams, a diamond cave, a honey orchard, and a butterfly hike. There's plenty of picnic food for a hungry bear cub! Trouble is, there's also a wild kingdom of mountain lions, crocodiles, and other snarly beasts lurking behind every tree. Zap them with your Bear Bottom Bounce for fur-flying fun.

The bonus level in the Haunted Forest is a fright indeed! Creepy rats, vampire bats, and extremely unfriendly ghosts swoop at you from every angle. It's enough to make your hair — er, fur — stand on end.

Sound tough? If this game's zillions of wild enemies seem a little un-bear-able, take along a friend. After all, two snouts are better than one.

Goin' Fishin'

Whoooa! Catch the fish without jumping in with them.

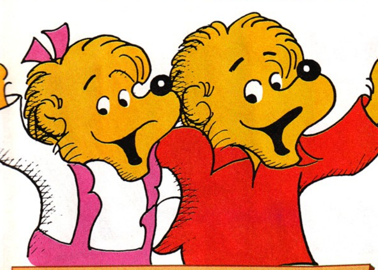
Don't pick up rolling beach balls. They're really toadstools on the move.

Cave Adventure


Get that slimy snail out of the way before you reach for the crystal.


Don't let the caves drive you batty!

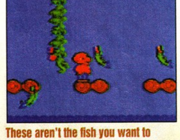




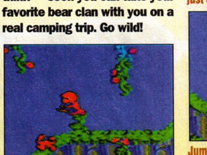
The Berenstain Bears™ Camping Adventure

Game Gear

Wrap your paws around the Game Gear version of Berenstain Bears. It features all the great game play of the Genesis version — even the spooky bonus round. So just think — soon you can take your favorite bear clan with you on a real camping trip. Go wild!

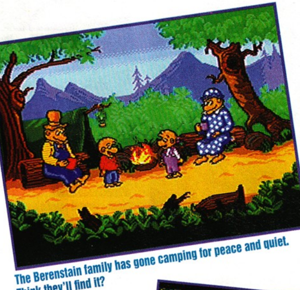


These aren't the fish you want to catch! Attack them or avoid them — just don't try to reel them in.



Pounce before you're pinched.

Jump for it to collect picnic goodies.

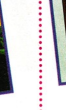


The Berenstain family has gone camping for peace and quiet. Think they'll find it?

Honey Hunting

Ooch! Ouch! A woodpecker's knocking on my neck!

Bears love honey. Bees are another story, however.



Haunted Forest



If you take a spill in the Haunted Forest, a bear-achute lifts you to safety.



Collect flashlights in the darker corners of the woods.



Playing with a buddy makes your job easier. Jump for the honey while your friend stomps the snail.





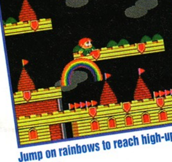
His Bobby Lies Over The Ocean


Trap enemies under rainbows.


Or just knock them out of your way.


Complete each level before the tide comes in.

Don't try to hitch a ride — this car is an enemy.


Jump on rainbows to reach high-up platforms.


Stack several rainbows to reach really high places.

Help Bobby find Bubby! In Taito's **Rainbow Islands,** a single-player Genesis adventure, the Wizard of Darkness has separated the twin stars of the arcade hit **Bubble Bobble.** Now Bobby must fight and jump his way through seven islands to rescue his brother, using rainbows to blast enemies, trap them, and reach high places.

You get through an island by hopping your way to the top. When you can't reach a platform, just shoot out a rainbow or two and walk on up. But watch out: A whole bunch of enemies want to keep you and your brother apart, and just one hit will cost you a life. And don't dawdle — if you take to long to finish an island, the tide rushes in and wipes you out. If you do make it to the top, you collect a treasure chest full of goodies.

You can take it slow in Easy or Normal mode, especially when you start with seven lives. But in Mania mode, you could wind up taking a bath before you get anywhere near Bobby's bro.

PUBLISHER: **Taito** PLAYERS: **1**
CONTROLLER: **3-Button**

Rated by V.R.C. GA Appropriate for all audiences. General Audiences


Seven magical islands stand between you and your twin brother.


You sank my battleship!



- You have unlimited rainbows.
- Move quickly! Rainbows dissolve after a couple of seconds. You could go sailing through space or free a trapped enemy if you take too long.
- Eat any food that you find along the way.
- Shoot nonstop at the meanest enemies – it takes more than one rainbow to get rid of them.
- Jump to the next platform when you've climbed to the top of a rainbow. Otherwise you could slide back down the other side.



You've Never Painted Like This

Bet you've never heard your drawings talk back to you — or seen them move. But now Saddleback Graphics' **My Paint** brings your artwork to life on the Sega CD. It's filled with more than 200 drawings for you to color in, learn about, and listen to — **My Paint** has more sound effects than any other CD. You can even create a drawing with characters, animals, and objects that move. This CD goes way beyond crayons and paper.

So how do you create these roaring, wiggling works of art? First you pick one of ten coloring books with themes like the Rainforest and Dinosaurs. Then you select a drawing, like a brontosaurus munching lunch, and color it in. Add a few Stickers to your masterpiece. Some of them move, like the fluttering butterfly and the leaping flames, and some you just color in. Then you can click on the moving lips to hear all about your painting, or use the Explore Sounds tool to hear the beast in its own words. Click on the Flashing Colors tool to make the colors in your drawing glimmer on and off like an MTV video, and you've got a walking, talking, hip-hopping dino show.

Future Van Goghs will have fun with the freehand mode. You can draw perfect lines, squares, and circles, or just wing it and create your own shapes and squiggles with the Paintbrush tool. (Serious video artists will probably want to use the Mega Mouse in freehand mode.) Whether you start from scratch or jazz up a coloring book picture, **My Paint** makes your drawings way cool.

PUBLISHER: **Saddleback Graphics** PLAYERS: **1**
CONTROLLER: **3- or 6-Button, Mega Mouse (recommended)**

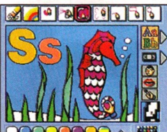
GA — Rated by V.R.C. Appropriate for all audiences. General Audiences



Choose from ten coloring books filled with 20 cool pictures each.



Listen to a dino roar by clicking on it with the Explore Sounds tool.



Help your younger brother or sister learn to read with the Alphabet coloring book.

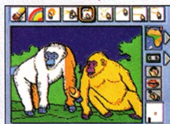


Make a cop car psychedelic by using the Pattern icon and lots of weird colors.

HOT HINTS

- The music in the Rainforest coloring book is by Bob Weir of the Grateful Dead.
- If you place the Explore Sounds tool over San Francisco in the U.S. map, it says "Sega." Over L.A., it says "Saddleback Graphics." Anywhere else, it says "United States of America."
- The Eraser gets rid of your entire painting. The Oops! guy erases your last brushstroke.
- Paint your brother and put a crawling lizard in his hair.
- Surprise yourself with a mystery picture by clicking on the Present icon.
- When you're placing a Sticker on a painting, you can rotate it with the C-Button.

Creating a Masterpiece



First, color a pair of gorillas.



Then dress them up with Stickers.



Add a full moon, and you've got a picture worth framing.

GET CHERRYFIED

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A Whole Zoo On Your CD

Holy Noah's ark! More than 200 animals have just crawled into your Sega CD. **The Animals,** from The Software Toolworks, features photos and descriptions of every single animal in the San Diego Zoo. It's also full of movies, sound recordings, and fun projects that you can do at home. No, there aren't any pictures of your dog or cat, but can you think of a single wild critter that's not included on this CD? It's pretty tough.

PUBLISHER: **The Software Toolworks** PLAYERS: **1**
CONTROLLER: **3-Button**

Rated by V.R.C. **GA** Appropriate for all audiences. General Audiences

The Call Of the Wild

Sure, this is a massive collection, but it's easy to look up the animal you're interested in. Just use the Library and Search tools. Go to the Library to watch a film of an elephant getting his toenails cleaned, listen to a gray wolf howl, or find out what black rhinos like to eat. Want to learn about all your pet pooch's wild relatives? Just click on Search and choose Dog to see exhibits on the African hunting dog, the coyote, the dhole, and several wolves and hyenas. Who knew Fido had so many cousins?

You can also take guided tours of zoo exhibits like the nursery, the primate house, and the aviary (where the birds are. With all this fun animal info to play with, you'll be an expert the next time you go on a safari...or to the zoo!



Tahitian Blue Lory



Hamadrayas Baboon

Zoo Tour Tips

- Start your tour with the Inside the Zoo exhibit.
- Check out the Kids section of the Main Map for fun activities and amazing animal facts.
- Freak your parents out by taking a sound tour of the animal kingdom. Just go to the Library and choose Animal Sounds.
- Find out what the animal world is up to while you're asleep by choosing Tours from the Main Map, then choosing Night Animals.
- Call your brother a baby collared peccary.

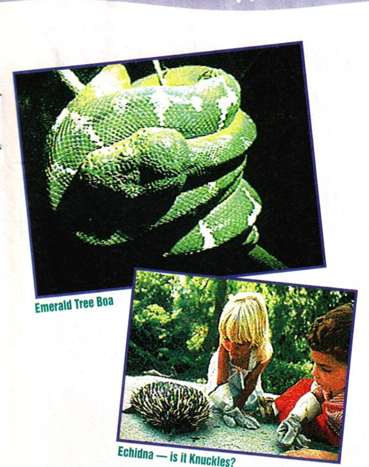


Choose your tour from the Main Map, which is modeled on the San Diego Zoo. Here we've selected the taiga region to see what animals live in the world's evergreen forests.



Baird's Tapir

Condor Hatchling



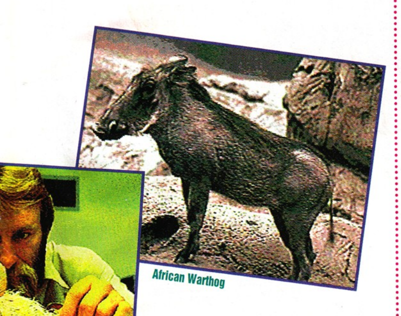
Emerald Tree Boa

Echidna — is it Knuckles?

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African Warthog

Feeling Territorial

Want to explore a particular part of the world? **The Animals** features exhibits of nine regions, like the tropical rain forest. You can learn about more than 50 animals that live there — like these guys.



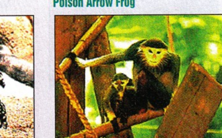
Green Iguana



Poison Arrow Frog



Malayan Tapir



Douc Langur



Sumatran Rhinoceros



Sumatran Tiger

Up Close and Personal

Check out your favorite beast from every angle! Just select it from the Exhibit list for a collection of photographs, films, sound recordings, facts, and even folktales. These are only some of the featured snapshots of the African pygmy hippo:



Out for a Swim



Showing Aggression



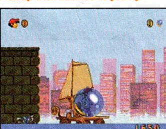
Catching Some Z's



Opening Wide

Genesis

Pick up wish bubbles as you fly.



For 15 wishing bubbles, you can purchase a balloon that makes you temporarily invincible. But don't get too confident. You still must avoid long falls and dino hits.



Go pick-up skateboarding with Rex to escape the police.

Dinos in New York

Look who's back! In **A Dinosaur's Tale,** a Genesis adventure from Hi-Tech, you join Elsa, Rex, Woog, and all your Jurassic pals from the hit movie **We're Back: A Dinosaur's Story™.** Ride and fly with them through the sights of New York — just don't let the devious Professor Screweyes catch you.

You play as either Louie or Cecilia. Your adventures begin when you must rescue both your playmate and a family of confused dinos who find themselves in modern-day New York. Dodge nasty pigeons while flying through Central Park with Elsa, sidestep bayonets and flags in the Macy's Thanksgiving Day Parade, and avoid speeding cars as you skateboard with Rex through the city's busy streets. Most of all, watch out for Professor Screweyes, who's scheming to enslave your dinosaur friends in his creepy circus. Defeat him, and everyone's home free.

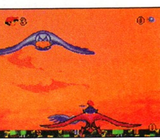
Power-ups make your adventures a little easier. Pick up wishing bubbles by squashing enemies and steering skillfully. Once you've collected a few, trade them in for helpful items like magic sneakers, a boomerang, and a balloon that makes you invincible to enemies. Though it's possible to get through each level without these pick-me-ups, they sure come in handy when your power is low or a boss is nearby. Use them wisely — wishing bubbles carry over to new lives, but any bonus items you've bought disappear if you lose a life.

PUBLISHER: **Hi-Tech Expressions**	PLAYERS: **1**
CONTROLLER: **3-Button**	

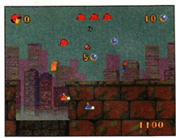
GA — Rated by V.R.C. Appropriate for all audiences. General Audiences

HOT HINTS

- Red sneakers are more powerful than blue sneakers.
- Fish can knock you off your raft. Steer clear of them.
- A pool softens your landing in the circus tent, but don't linger.
- Don't get too close to the bosses. Hang back and use your special weapons.
- The most expensive wishing-bubble purchase isn't always the most valuable. An invincible balloon won't save you from a fall, but power-up sneakers might give you the height you need.

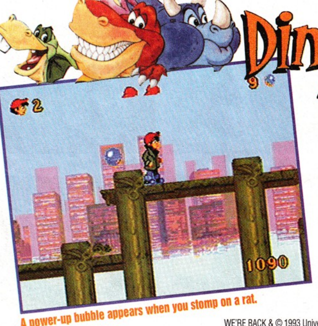


Avoid these surly pigeons when you're flying on Elsa's back.



Press Start to see the available power-ups and the number of wishing bubbles each costs. Press Button A to make a trade.

A Dinosaur's Tale



A power-up bubble appears when you stomp on a rat.

Watch out for falling dinos. One hit will capsize you.

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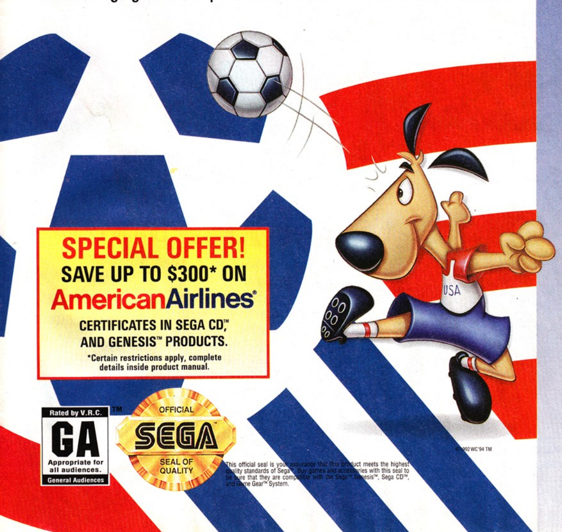
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* Sega Game Gear uses passwords instead of battery back-up.



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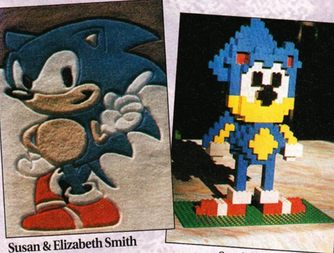
GUEST ARTIST

Brian David Geyman from Florida is our lucky guest artist. And when we say Brian's lucky, we *really* mean it. The first time Brian played *Joe Montana Football* on his Genesis, his television smoked — literally! His first thought was "I knew this game was hot, but I didn't know it'd blow the TV away!" Apparently lightning had struck his house. Luckily it didn't do any serious damage...or affect his artistic talent — check it out.

(P.S. We meant to ask him if he noticed any major changes in his hairstyle — bet he looks pretty "Sega.")

SONIC SIGHTINGS

We thought we'd seen everything until these Sonic Sightings showed up.



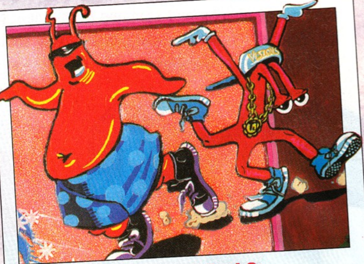
Susan & Elizabeth Smith
Dalton, GA

Stephen Maddern
Johnston, RI



Andy Heitke & Josh Hjelmstock
Burnsville, MN

Doug Miller & Scott Weber
Ft. Thomas, KY



Toe Jam & Earl 2: Everything but the Lumpy Pillow

These codes for *Toe Jam & Earl 2* for the Genesis give you most of Lamont's (the great Funkapotumus) favorite things available up to that point in the game. The code for Level 15 has all of Lamont's stuff except his Lumpy Pillow, which you find on Roastin' Road Level 15, and it also gives you four lives.

Level	Code
5	MAW2E1F5QK8X
7	VYW2Z1Q4FJ!6
9	RAALK!F188H6
13	NEYLXXJCVJF6
15	NZXL!HNL1-!Q

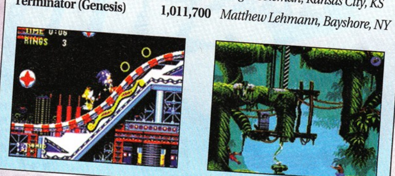
Bob and Brian Amareld, Trevose, PA

By the way, we love the customized ratings you're sending us — so keep 'em coming and don't forget to check out the ones we picked for this issue's Fast Takes (you might just see your name in print, and you know what that means).

You
Could
Be
A
Winner !!!

TOP SCORES

Flashback (Genesis)	320,144	*Chris Kelley, La Porte, TX*
Sonic Spinball (Genesis)	188,497,464	*David Ruiz Jr., West Paterson, NJ*
Sonic 3 (Genesis)	9,999,990	*Rick Guyer, Garnavillo, IA*
Streets of Rage 2 (Genesis)	999,999	*Magic Coleman, Kansas City, KS*
Terminator (Genesis)	1,011,700	*Matthew Lehmann, Bayshore, NY*







Lost Secret of Splatter House 3

I found a secret level in *Splatter House 3* for the Genesis, the latest *Splatter House* game.

In the first level, go the shortest way to the exit and try to get to the boss's room before the clock reaches 3:00. Then turn yourself into a mutant and beat the boss as fast as you can. When you beat the level, keep pressing Start. At the end of the dialog it should say "Stage X the strange level." There are two one-ups, and when you beat the level, Rick will say "Huh???" Then you will go to Stage 2.

Shane Dignan, Livonia, MI

Ren and Stimpy Codes

I've got codes for *Ren and Stimpy: The Quest for the Shaven Yak* on Game Gear. There are five levels to this game, the first of which you do not need a code for. The four other level codes are:

Level	Code
Stinking Dry Desert	AURGHH
Stinking Wet Bayou	ZONNNK
Perilous Mt. Hoek	YYYOWW
Great Frozen North	ZOWCHH

D.C., Ravenna, OH

Here are all the passwords for *The Ren & Stimpy Show: Stimpy's Invention* for Sega Genesis.

Level	Code
2	8BZ0000 000D2XS
3	8C00004 DDJD4XB
4	8C1000B RM012XQ
5	8F2000H XSJ22XF

If you want easy or hard, just change the second-to-last letter to *W* for easy, *X* for normal, *Y* for hard.

J. Wade, Rockford, IL



Sonic (Multi) Spinball

There's a great multiball stage on *Sonic Spinball* for the Genesis. To reach it, get all the rings on a level. Then find the gate — it looks like a large sparkling ring. Voilà: multiball play!

Melody Hawman, San Jose, CA

Star Wars Sans Solo

This code's for *Star Wars* for the Game Gear:

When you turn on your game, press Left, 1, 2, and Start simultaneously all the way through the Lucas Film. When the stars are in the middle (if you did it right), you should see a blue Sega Logo in the top left corner. Now try to beat the game with no Leia or Han.

Chase Clow, Trumbull, CT

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1026	Wonder Boy in Monster World	59.95



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PERIPHERALS

Genesis

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Game Gear

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"Sega Third Party", "Electronic Games"
BEST CD SOUNDTRACK 1993
THE TERMINATOR™ SEGA-CD™
"Video Games Magazine", "Gaming Enthusiast of America"
"In Between the Lines", "Video Views"
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-Electronic Games
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-The Guru
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-Sega Pro
"A bad influence on our children, THROW HIM IN JAIL!!!"
-Some Senator guy
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-Tommy Tallarico
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Presents

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